THE LYNX GAMING PACKET

CREATED BY: KALE SWINDELL 1991/ 92.

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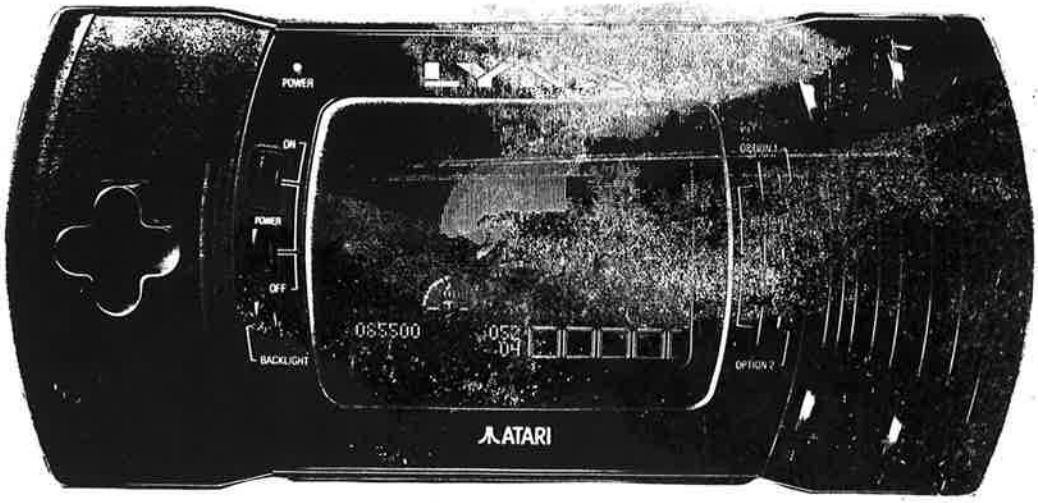
INCLUDES SECRETS, LEVEL MAPS, CODES & HELPFUL INFO.
FOR THESE GAMES:

A.P.B., AWESOME GOLF, BILL & TED'S EXCELLENT ADVENTURE, BLUE LIGHTNING, CALIFORNIA GAMES, CHIP'S CHALLENGE, CRYSTAL MINES II, ELECTROCOP, GATES OF ZENDOCON, GAUNTLET III, ISHIDO, KLAX, LYNX CASINO, MS. PACMAN, QIX, RAMPAGE, ROAD BLASTERS, SCRAPYARD DOG, SHANGHAI, SLIME WORLD, S.T.U.N. RUNNER, SUPER SKWEEK, TOKI, VIKING CHILD, WARBIRDS, XYBOTS & ZARLOR MERCENARY

ALSO INCLUDES A PREVIEW LIST FOR ALL THE RELEASED & SOME OF THE UPCOMING GAMES, A LIST OF LYNX ARTICLE SOURCES, A PRESS RELEASE LIST, A GAMES RELEASE LIST & A LIST OF THE MAKERS OF THE GAMES



THE LYNX
BY EPYX / ATARI

System Includes

* Built-in 3 5" diagonal color LCD screen with back lighting. To protect the screen, the new Lynx has a concave plastic cover incorporated into the unit over the screen. The old Lynx does not have this.
* Eight-way "joy pad," four fire buttons and three option buttons. Also, volume / brightness controls. The buttons on the new Lynx have been slightly redesigned for easier control & maneuverability. Volume & brightness controls have been moved to the top of the unit and are thinner than they were on the original system.
* The new lynx has an LCD Back lighting on/off button. Used to conserve battery power for temporary inactivity.
* Comm-Lynx communications cable for multi-player games. For head-to-head play up to eight people. The port for the cable is connected to a general purpose (UR) device deep inside the unit. Since the port has this device, it is possible to hook in an external joystick or interface with a midi-type synthesizer with the unit. Also, the port runs at midi baud rates.
* Headphone jack for private sessions. The new Lynx has true stereo when listening with headphones.
* 9V DC Adapter for long-term use.
* Takes six AA batteries. Last approximately three to six hours or more, depending on the rate of usage the unit receives.
* Weighs 1 lb. and measures 4 7/8" x 10 6/8" x 1 1/2" (Old Lynx measurements). The new Lynx measures 4" x 9.25" x 2".
* To check the battery strength, the new Lynx has a Power Indicator Light. It shows you if the unit has been left on and blicks when the batteries are low.
* 180 degree screen-flip for left-handed players.
* Plays 16 megabit game cards. Size: 2 1/4" x 2 3/8." On the original Lynx, the cartridge slot is located on the side of the unit. On the new Lynx, it has moved to the back of the unit and is now open to view (like on the Gameboy).
* Now, on the new Lynx, there are two rubber strips on the back of the system. These strips are used as hand-grips and have contoured dip-spaces for finger placement.
* The new Lynx also has two metal strap connections on the back of the unit for the placement of wrist-straps or shoulder-straps. Both straps are optional and are not being sold by Atari.
* The unit has 64 kilobits of RAM.
* Processing speed of 16 MHz. The CPU (Central Processing Unit) is the same one used in the Commodore 64. But, the Lynx's CPU runs four times faster and can run graphics at 59.9 frames per second. In the new Lynx, four of the graphics chips have been incorporated into one chip. Thus, making the unit smaller, lighter and less costly.
* The Lynx can display up to 16 colors simultaneously out of a palette of 4,096 colors at a resolution of 160 x 102 pixels. The Lynx has the same paint palette as the Amiga computer.
* Has a 32-bit, four channel audio processor that bring out the realistic sound in each game. Each of the four channels contains an 8-bit digital-to-analog converter. The processor can produce a great variety of algorithmic sounds and create perfect digitized speech.
* Has a 16-bit sprite engine which provides outstanding color, dramatic graphics, fast action and exceptional depth to each game. It is also 20-30 times more powerful than the Amiga's sprite engine.

Games Include:

* **A.P.B.**: A classic arcade adaptation for the Lynx. You are Officer Bob and you must steer your

police crusier through city streets, while arresting criminals and collecting bonus points, food and time. One player game. By ATARI GAMES. **(Available Now)**

* **AWESOME GOLF**: Now, you can play professional 16-hole golf on the Lynx. Let your ball fly in either U.S.A., England or Japan. You can adjust your stance, pick different clubs, check the wind and control your swing. When the ball is hit, the scene follows it until it lands. For two players. By ATARI. **(Available Now)**

* **BASEBALL HEROES**: Lynx has finally brought the game of baseball to it's inventory of games. In this, you manage the team of your choice. Then, control the play in a variety of visual locations: from behind the catcher, behind the pitcher or in the outfield. Before calling a play, be sure to check your player's strengths, abilities and stats. Digitized sounds and speech make you feel like your really in the ball park playing the game. The scaling on the Lynx keeps you in perspective as you watch the ball and the base runners. A two player game. By ATARI. **(Available Soon)**

* **BASKETBRAWL**: Jump, stab, punch and kick your way to a goal in this version of the old game of basketball. You choose your players from among 10 different nasty thugs and misfits. Your team's goal is to score as many points as possible in a six-minute time limit. But, there are no rules. So, anything goes while on the court. Power-up's appear every now and then to help your character out. For two players. By ATARI. **(Available Soon)**

* **BATMAN RETURNS**: The Lynx is first to bring out an adaptation of the hit movie. All of the action and suspense are now in this awesome game with outstanding graphics and fast-paced battle scenes. You are Batman, and it's your duty to take out the Penguin's & Catwoman's nasty henchmen. If you succeed, you will confront Penguin and Catwoman. Before each level, you choose the weapon you will use throughout the level. Helpful weapons & power-up's are found along your quest. There are four levels to beat. NOTE: This game is extremely hard. If you're looking for a good tough game, you've found it. For one player. By ATARI. **(Available Now)**

* **BATTLE ZONE 2000**: The earlier 80's classic arcade game has been retouched in the graphics department and the action is even better than ever as it debuts on the Lynx. All the excitement of the original is here with this updated version. In this game, you control a hi-tech tank around a battle field filled with other enemy tanks and obstacles. Your mission: to take out the enemy. Drive the tank around, looking 360° for other tanks. During the battles, you will have chances to upgrad your equipment and ammunition. In this version, the original arcade graphics have been turned into filled polygon graphics with lots of detail for mind-blowing action and adventure. For two players. By ATARI GAMES. **(Available Soon)**

* **MALIBU BIKINI BEACH VOLLEYBALL**: If you're a fan of volleyball, then this is your game. All the action of the professional to amateur beach sport is here. A variety of different modes can be played, from tournament rounds to just goofing off. If you get tired of music on the boom box, change it. Just like a radio station, the boom box feature allows you to pick many different tunes to listen too. Different backgrounds, landscapes and players can be chosen as well. Multi-player game for one to two people. By ATARI. **(Available Sept. '92)**

* **BILL & TED'S EXCELLENT ADVENTURE**: Jump into the shoes of those 'most excellent' dudes and travel through time, solving puzzles and gathering objects. Viewed in an overhead perspective that scrolls in eight directions. To find out things in the different time periods, you can get info by touching people. Use the phone booths 'Circuits of Time' phone book to move through time. Since Bill & Ted were non-violent dudes and would rather run than fight, you characters have no weapons to use. To get out of sticky situations, you'll have to run away! The game is based on the first & second film, and the cartoon series. For 1 to 2 players. By NELSON FILMS, INC. **(Available Now)**

* **BLOCKOUT**: If you liked Tertris, here's the sequel! In this game, you must drop odd-shaped colorful blocks down into a grid-box and fit them together so that they take up every

visible space. If this is done correctly, the grid level that is entirely filled-in will disappear, dropping any block(s) on the level above into that area. Thus, creating more open spaces. Instead of viewing the game from a side view (like in Tetris), you view the game from a bird's eye perspective. Weltris-style. The blocks can be rotated on their X,Y & Z axis, allowing a greater amount of movement freedom. There is also a setup screen where you create you own type of level(s). Adapted from a California Dreams computer game for the IBM, Macintosh and the Amiga. For one player. By LDW. **(Available Now)**

* **BLOOD & GUTS HOCKEY**: This is the future of hockey, where there pretty much isn't any rules and anything goes. It is now a blood sport. Your objective: survive in the game without getting your head bashed in or body beaten up. Go for the goals and fight till you drop. One to two player game. By ATARI. **(Available Soon)**
* **BLUE LIGHTNING**: Hop in your jet and fly at the highest possible speed, combating enemy pilots and ground targets through nine different missions over five different terrains. Your aircraft will be equipped with two different types of weapons to help you get through in one piece. For one player. By EPYX. **(Available Now)**
* **CABAL**: The recent hit arcade game has now been adapted to the Lynx. In this game, you and a partner (optional) are pitted against hundreds of enemy troops, tanks, helicopters, planes, etc. You use a cursor on the screen to aim your weapon. The goal of the game is to stop a mad man from taking over the world. (If that is totally possible.) Lots of different power-ups and weapons can be found throughout the game. For one to two players. By FABTEK, INC.. **(Available Soon)**
* **CALIFORNIA GAMES**: Here's a game for the California native! You have a choice of four different types of popular West Coast sporting events. You can jump dirt mounds in BMX Bicycling, ride the tube in Free-Style Surfing, grind you kneepads down in Skateboard High-Jumping or kick the old hackysack around in Foot Bag Booting. This game takes on an entirely new perspective when played with two or more people. So, if you get a chance, Comm-Lynx up with someone. For one to four players. By EPYX. **(Available Now)**
* **CHECKERED FLAG**: The hot computer classic is now for the Lynx and is better than ever. If you love watching Formula 1 racing cars and have always wished to drive one, now's your chance (in the digital realm, of course)! Your view of the race is from the driver's seat. To see cars that are behind you, there are a pair of side mirrors. Options in the game include: sex of driver, car color, type of transmission (there are three types), how many laps and how many drones you want to compete with. There 18 high speed tracks to master and when you mastered them all, you have the option to create your own courses. Multi-player game for up to six people. By ATARI. **(Available Now)**
* **CHIP'S CHALLENGE**: You are a kid named Chip, who's trying to join the Bitbusters Computer Club so he can hang out with the girl of his dreams, Melinda the Mental Marvel. But, you have to first solve a series of puzzles, while collecting computer chips and avoiding hazards. The quest contains 149 levels and lots of brain-busting mazes. This game also has a Fractal Generator Program where you can explore the infinite images of the fractal realm and create other fractal patterns as well. One player game. By EPYX. **(Available Now)**
* **CRYSTAL MINES II**: This is the sequel to Nintendo's Crystal Mines game. The game is very similar to Chip's Challenge in that, instead of being a nerd, you control mining robots. Your robot's mission is to dig through the surface of the planet that your mining station is on and collect valuable crystals. While mining, lots of dangerous obstacles will block you path to wealth. Some of these things are rock monsters, pools of mud, slime, tar or lava that will melt your robot, bottomless pits, exploding radioactive rocks and robot-smashing boulders. To help your robot mine and protect itself, it will be equipped with a rock-cutting laser gun and TNT. Hidden all throughout the underworld are power-ups that will either help you or hinder you. There are over 150 levels, plus 31 bonus levels with 360 degree scrolling action to beat. For one player. By COLOR DREAMS. **(Available Now)**

* **DAEMONSGATE**: The second of three role-playing games out for the Lynx. In this, you and two other players search the land of Daemonsgate, discovering magic spells, weird creatures, countless treasures and other special items you will need to complete your quest. Multi-player game for one to four people. By IMAGITEC. **(Available Soon)**

* **DINOLYMPICS**: Yes, that's what it is alright. But, these Olympics take place in ancient past with the early Cro-Magnon people. Your job in this strange sporting event is to assist a tribe of cavemen to survive until the end of each level. In the Lemmings-style, each caveman has an assortment of abilities, ranging from stopping the other cavemen to digging through a hillside. To reach the end of the levels, they can use a variety of early tools like the wheel, rope, fire or spear. If help is needed, the Shamen or the King will provide what is needed. Is this Lemmings II or what? For two players. By ATARI. **(Available Soon)**

* **DIRTY LARRY: RENEGADE COP**: Have you ever seen any of the Death Wish movies with Charles Bronson? Well, Bronson is nothing compared to what Larry has to go through to clean-up the city streets' of low-life scum, pyromaniacs and other assorted thugs and riminals. As you guessed it, that's your job. All that is on the way to finding the main boss and dispatching him to rid the city of crime. Lots of different weapons and power-ups can be found along the way. A two player game. By ATARI. **(Available Soon)**

* **DOUBLE DRAGON**: The classic arcade fight game has made it to the Lynx. As the story goes, two brothers, who are twins, have had their girlfriend kidnapped and set out to rescue her from the clutches of the boss of the Black Warriors gang. Your quest is not easy, because the boss has sent out lots of his gang members to physical persuade you from any rescue attempt. It's a good thing the twins are experts in the field of martial arts. It sure will help out, along with all the other weapons you come across along the way. For one or two players. By TELEGAMES. **(Available Soon)**

* **DRACULA: THE UNDEAD**: He's back and looking for clean necks to suckle. You are Jonathon Hawker, a potential vampire killer. You are trapped in Dracula's castle and have to find a way out. Also, if possible, you have to find the evil being and put an end to his rain of terror once and for all. While searching the castle, many helpful items can be found as well as clues to the whereabouts of the Prince of Darkness. The graphic's in this game will blow your mind. It is the first game to be made for the Lynx using only brown, black & white coloring. This makes it look and have the feel of the 1930's Dracula film. Your character also has the ability to look 360°, giving much more realism, depth and graphics to the game. But, of all the important features that this game holds, the most important is that it is the first 4 mg game card made for the Lynx. Yes, you heard that right. The game is so detailed that it needed 4 mg to run it. A one player game. By ATARI. **(Available Soon)**

* **ELECTROCOP**: This exciting game adds depth and 3-D perspective to the action. The player has to wind his way through a building of mazes that is sprinkled with booby traps and deadly robots, while trying to discover the combination to locked doors en route to saving the President's daughter. There are 12 levels to complete. On your mission, you will be able to find five different types of weapons with various shot speeds and powers. For one player. By EPYX. **(Available Now)**

* **EYE OF THE BEHOLDER**: The third in the series of role-playing games for the Lynx. This is an adaptation of the popular Dungeon's & Dragons computer game. In this, you travel through damp dungeons and eerie castles, while battling a weird assortment of wild and crazy creatures. Spells, scrolls, and other weapons found on the way will help you out. Like the other two RPG games, this one also has a 4 mg memory and comes with a battery back-up to save games. Multi-player game for one to four people. By SSI. **(Available Soon)**

* **THE FIDELITY ULTIMATE CHESS CHALLENGE**: Want to play chess, but can't find someone to play with. We'll, now you can play chess anywhere with the Lynx. Developed by Fidelity Electronics, the leading manufacturer of chess computers. The

game is Comm-Lynxable for two players or compete by using only one Lynx or just play against the computer. Also, playable in either 2-D or 3-D mode. By TELEGAMES. **(Available Now)**

* **FULL COURT PRESS**: The real game of basketball comes your way on the Lynx. Not like Basketbrawl, this is the clean, legal sport. In this, you pick your favorite school, college or pro team and hit the court. All the action of the professional sport is there, from slam dunks to fouling. If your into this sport, you'll love this game. A one to two player game. By ATARI. **(Available Soon)**
* **THE GATES OF ZENDOCON**: Packing only a neutrino laser, photon bombs and a destructor shield, the player must escape from the Zendocons, through over 52 various universes filled with a great variety of deadly creatures to face. Along the way, you will be able to collect four different types of alien weapons to aid you in your fight. One player game. By EPYX. **(Available Now)**
* **GAUNTLET / THE THIRD ENCOUNTER**: In the typical Gauntlet style, this game sets one to four players on a trek through a castle and outer space in search of the Star Gem. The journey contains over 20 enemies and more than 40 levels of action. The familiar warrior and wizard from the arcade version is available, along with a choice of six other characters. Each has its own speed, strength, weapon and missile levels. This game is played by holding the Lynx unit vertically, instead of horizontally. By TENGEN. **(Available Now)**
* **GEO DUEL**: Relive the exciting Light Cycle chases from the movie TRON in this light cycle-style driving game. In this adventure, you drive a vehicle around a grid-surfaced world, while avoiding obstacles and other enemy vehicles. When driving around, you leave a wall of light behind you. It's you job to entrap the other vehicles and cause them to crash into either you wall of light or they're own. One or two players. By ATARI. **(Available Soon)**
* **THE GUARDIANS: STORM OVER DORIA**: The first of three role-playing games coming out for the Lynx. In this, four Guardians: a wizard, a warrior, an archer and a monk, go on a long search for the Master of Mystical Arts of Doria, Quellin. He has taken Prince Creshin and the Crown of Versilles, which has the ability to control the weather. It is you quest to rescue the Prince, recover the crown and defeat Quellin before it is to late. On the journey, talk to the townsfolk, they will give helpful information. Spells will be learned for use along the way and scrolls and lots of weapons can be found to help succeed in the game. Also, this is the first 4 mg game with a battery back-up to come out of the Telegames company for the Lynx. The game is so large that it requires 4 mg to run it and a battery back-up to store the players' last known location for future play. Multi-player game for one to four people. By TELEGAMES. **(Available Soon)**
* **HARD DRIVIN'**: Another hot arcade classic now for the Lynx. If you love driving fast cars on the open road, then you'll like this game. You goal is to drive a track that is much like a freeway, but has added hazards like wide bank turns, tunnels, daredevil drops, on-coming traffic and a giant 360-degree loop. When there is an accident while driving, you will be able to see exactly what happened in a slow-motion instant replay of the crash. This game also has first person, 3-Dimensional polygon graphics. One player game. By ATARI GAMES. **(Available Now)**
* **HEAVYWEIGHT CONTENDER**: Do you like to watch boxing matches? Well, instead of being an on-looker, why not get into the action with the Lynx. In this boxing simulation, you face off against the heavyweight champ of the world. Before fighting though, you have the chance to pick your fighter and train him. When the fight begins, different viewing angles show you what is happening. For one or two players. By ATARI. **(Available Soon)**
* **HYDRA**: The arcade classic has made it to the Lynx. In this behind-the-boat viewed spy game, you are to deliver valuable items to the allies at the end of each level. Each level consists of winding waterways through marshes, mountains and deserts. They are guarded by enemy boats, hovercrafts, floating mines, tanks on the shoreline and other badies that will

do everything they can to sabotage your mission. Occasionally along the route, you will have the chance to soar up into the air via water-ramps, and collect extra points that are floating in the sky. But, the sky is just as dangerous as the water. It is guarded by jets, copters and giant zeppelins. Power-up's and money bags can be found all along the treacherous journey. There are nine levels to complete. For one player. By ATARI GAMES. **(Available Now)**

* **ISHIDO: THE WAY OF STONES**: A Shanghai-style game. In this tile game, you must empty you pouch of stone tiles by matching them with other tiles of either the same color or symbol. Like Shanghai, this game really makes you think ahead before making a move. If you master certain combinations, a wise and helpful saying will appear from the Oracle. Each time you play, the tile layout will be different. For two players. By Michael Feinberg & Software Resources International. **(Available Now)**
* **JIMMY CONNORS' BAD BOY TENNIS**: The game of tennis is now here for the Lynx, and served up by the tennis world's original bad boy. All the excitement of the sport has been added to the game. Cross-court lobs, 90 mph serves past your opponent, fatiguing net attacks are all here and much, much more. While playing, Jimmy's digitized speech will spar you on and call the shots with his colorful comments. For one to two players. By ATARI. **(Available Soon)**
* **KLAX**: The arcade classic is now out, along with its great soundtrack and special effects. You must form a "Klax" with colored tiles tumbling down a conveyor belt. A Klax is three like-colored tiles placed either vertically, horizontally or diagonally. There are over 100 levels to beat. This another vertically played game like Gauntlet III. One player game. By TENGEN. **(Available Now)**
* **KRAZY ACE MINIATURE GOLF**: Now, you can putt that little colored golf ball into that favorite windmill or castle at home. This is a golf simulation with 3-D graphics and you will also have the option of designing your own courses as well. For one player. By TELEGAMES. **(Available Soon)**
* **KUNG FOOD**: You were once a scientist, but an accident happened with a secret formula, that you had created, while you were placing it in cold in the refrigerator. Now, you have been reduced to the size of a can of soup, your skin has become green and the food in your refrigerator has now been mutated into blood-thirsty creatures with a craving to munch on you! You must fight them to get out of the fridge, then fight your way across the kitchen and then out into the yard where the antidote to your dilemma awaits. For one player. By ATARI. **(Available Soon)**
* **LEMMINGS**: The popular rodent computer game has now been adapted for the Lynx. Your goal in the game is to lead a troop of suicide-crazy lemmings over and through rough terrain to an exit waiting at the end of each level. Sounds easy? I don't think so! Reason: these lemmings have the natural tendency to suicide at any chance they get. Doing unpredictable things that will either put them danger or kill them. Your job is to keep them out of danger by using their abilities to dig, climb, stop, explode, crawl, etc. It won't be easy. For two players. By PSYGNOSIS. **(Available Soon)**
* **LYNX CASINO**: Do you like going to Vegas to play the slots, or to loose money on the Blackjack table? Are you a fan of Poker or Roulette? How about Craps, is that your game? Well, now can playing all of these games on the Lynx. The game's environment is an Atari-style Vegas casino where your character can walk around the main lobby and play the assorted games' available. For one to four players. By ATARI. **(Available Now)**
* **LYNX HOCKEY**: The wind in face, the slap of the puck against your stick and then the thrill of getting a goal. If this is what you like, Hockey is your sport and it's now available on the Lynx. Give your all, as you pass, shout and steal the other player's puck and rush for the goal. But, just like in professional hockey, fights do occasionally break out and you could be the one caught in the middle. This game will definitely thrill for any hockey fan. For two players. By ATARI. **(Available Now)**

* **MS. PACMAN**: Just like the arcade classic and with all the munching excitement. You are Ms. Pacman and it is your job to move through a variety of different maze, while eating dots and energy pellets and avoiding a horde of angry ghosts that are out to get you. There is also a maze and level select that let's you skip easier levels after your game play is better. Like the arcade game, this game has four different types of level designs. But, in this version, you can switch over to the maze select and play this game with 21 different kinds of mazes. One to two players. By NAMCO. **(Available Now)**

* **NFL FOOTBALL**: A vertically scrolling game for all the sports fans. Licensed by the National Football League. Play professional football just like your favorite NFL stars. You pick the team of your choice and kick off in the Super Bowl. The team you choose affects your performance, because each team has it's own strengths and weaknesses. This game will also have digitized voices calling the plays. For one to four players. By NATIONAL FOOTBALL LEAGUE. **(Available Soon)**

* **NINJA GAIDEN**: The arcade hit dealing with martial arts is here and on the Lynx, along with the arcade's graphics, sound effects and music. You play the part of a ninja warrior who's girlfriend has been kidnapped. Your job is to battle through four levels of bad guys and their powerful bosses, to rescue her from the clutches of an evil ninja. You won't be powerless, the character will have a good variety of kicks, punches, jumps and occasional weapons found en route to use against the numerous enemy. Collect power-up's along the journey to help the character. One player game. By TEMCO. **(Available Now)**

* **NINJA GAIDEN III / THE ANCIENT SHIP OF DOOM**: The ninja, Ryu, is back again to fight the forces of evil in this sequel to the original arcade smash. This is another 4 meg cart with battery back-up. For one player. BY TECMO. **(Available Soon)**

* **NINJA NERD**: In this time traveling game (the second time traveling game since B & T), you must travel to different periods in time to figure out why you have become such a nerd lately. The action is horizontal, with parallax scrolling. The story might sound weak, but the graphics look sharp. Your brain won't get fat with this one. One player game. By ATARI. **(Available Soon)**

* **PACLAND**: Pacman is back in this adaptation of the classic arcade game. You help him travel through a horizontal landscape of forest, cities, cliffs and deserts. On the way, those pesky ghost will stop at nothing to point Pacman out of commission for good. But, to help Pacman out, power pellets are located all along the route to make him invincible and to enable him to enjoy a nice ghost lunch. Lots of power-ups can be found while traveling as well. One player game. By NAMCO. **(Available Now)**

* **PAPERBOY**: The arcade smash is now for the Lynx. You are a paperboy and you must ride your bicycle through many neighborhoods, delivering newspapers to all the houses on your route, while avoiding kids, angry people, dogs, cars and other suburban hazards. After you complete your day's work, you go on to the bonus round to rack up more points. Collect helpful things along the way as well. For one player. By ATARI GAMES. **(Available Now)**

* **PINBALL JAM**: Now have all the excitement of playing pinball machines in this pinball simulation featuring the two hit arcade machines, Elvira: Mistress of the Dark and Police Force. With digitized speech, Elvira will praise you or put you down while playing her game and the voices of police dispatchers and on-duty cops can be heard in Police Force. One player game. By MIDWAY & WILLIAMS. **(Available Soon)**

* **PIT FIGHTER**: The favorite arcade fight game is here. The object of this game is to beat your opponent in an all-out, no rules fight with a crowd of betting spectators in the background cheering you on. Many different weapons will be available. Objects such as boxes, barrels, metal pipes, etc. All of the graphics are made from digitized pictures. So, your character, your opponent's player, and all of the background, is made up of real pictures put through a computer and animated. Due to the use of so many digitized effects, this game will run on

4 meg's and have a battery back-up. For one or two players. By ATARI GAMES. **(Available Soon)**

* **QIX**: The original arcade classic is now portable. "Attempt to neutralize the mutant Qix and it's offspring, the Sparx, by claiming their territory before they destroy you. The practice mode will help you hone you skill." There are 256 levels to claim from the Qix. Multi-player action for two players. By TELEGAMES. **(Available Now)**

* **RAI-DEN**: The popular arcade shooter has been faithfully adapted for the Lynx. Everything the arcade version had is in this version, except for one thing. All the action takes place horizontally, instead of scrolling vertically. Oh well, this does not take away any of the excitement of the game. The object: fly your starship through many different levels and clear them of their enemies. It's a simple concept, but a semi-hard shooter. Should be worth checking out. Lots of power-ups and weapons can be found while flying. Multi-player game for one to two people. By FABTEK, INC. **(Available Soon)**

* **RAMPAGE**: In this vertically and horizontally scrolling adventure, mutant monsters have been let loose on the city and are making a big mess. You are the monsters and your job is to wreck everything in your path, while avoiding the helicopters, tanks and soldiers that fire upon you. Destroy over 62 cities on your rampage. Increase your energy supply by eating pesky soldiers, food and other pedestrians who get in the way. This game also adds a new monster to the playing field, Larry the Lab Rat. Multi-player game for one to four people. By BALLY. **(Available Now)**

* **RAMPART**: The enemy have arrived and are planning to take over your land. In this arcade adaptation, you must build-up your castle(s) to defend your land. Upon sight of the enemy ships, you place you cannons and fire, letting loose a rain of cannonballs onto their ships. Of course, they fire back. Destroying most of your fortress or fortresses. So, you get time to re-build and battle again. Keep battling until the enemy is obliterated or retreats. For two players. By ATARI GAMES. **(Available Now)**

* **ROAD BLASTERS**: Just like the hit arcade game. You must drive your car through 50 different landscapes as fast as you can, while destroying enemy cars and motorcycles that try to slow you down. While driving, pick up red and green spheres for extra fuel. Also, receive more powerful weapons from a robot drone aircraft. One player game. By MATCHBOX TOYS USA. **(Available Now)**

* **ROBOSQUASH**: Originally named 3-D Barrage. Updated version of the classic game of Pong and 3-D Breakout. The object of the game is to hit a red ball, down a corridor, with your paddle to the other player. The other player will then hit the ball back to you. While hitting the ball back and forth down the tunnel, you must try to destroy the blocks that make up a wall that is in front of you and your opponent. Some of the blocks contain power-ups. For one to two players. By ATARI. **(Available Now)**

* **ROBOTRON 2084**: The arcade favorite of the early '80's is back and available for the Lynx. All of the action is back, along with 15 sounds of the original that have been digitized directly from the arcade version. You are Robotron. It is your duty to save innocent people from being turned into mindless zombies by destroying various evil robots, aliens and other objects before they touch the humans. For one player. By SHADOWSOFT. **(Available Now)**

* **ROLLING THUNDER**: The arcade spy adventure is here. You are a secret agent out on a dangerous assignment -- to rescue your kidnapped girlfriend from an evil villain. On the way, countless hordes of henchmen will try to stop you. But, your mission is set and nothing must get in your way. Lots of helpful power-ups and weapons can found on the journey. One player game. By NAMCO. **(Available Soon)**

* **RYGAR / ANCIENT WARRIOR**: Arcade action is now at your fingertips. You are Rygar, legendary warrior of Argool, and your mission is to defeat the evil king and his army of monstrous beasts. Lots of different weapons and powers can be collected on your travels. There are 23 levels of rugged terrain to battle through. One player game. By TECMO.

(Available Now)

* **SCRAPYARD DOG**: Louie's dog has been kidnapped and to rescue him, he must collect money and weapons that will help him in his travels through towns, forests, mountains and other places in search of his pet. While traveling, he must do battle with hostile dogs and rats, bomb-dropping birds and other deadly enemies. For one player. By ATARI. **(Available Now)**
* **SHADOW OF THE BEAST**: An evil demon has killed you parents and turned you into a hideous creature. You want revenge! So you set out to rid the land of this vermin once and for all. But, it won't be easy. The demon has blocked your path with hundreds of his monstrous creations. Many evil entities have to be fought before you can reach the powerful overlord. Shops along the way will help you with weapons and powers. For one player. By PSYGNOSIS. **(Available Soon)**
* **SHANGHAI**: The Chinese game of mahjongg is now for the Lynx. The object of this game is to remove all 144 tiles, two at a time, by matching pairs of tiles with identical markings. There are six different game layouts to master. NOTE: This game might sound simple, but it takes a master to beat the challenge of the puzzles. Multi-player game for one to two people. By MEDIAGENIC. **(Available Now)**
* **STEEL TALONS**: The aerial combat copter game from the arcades has now been adapted for the Lynx. In this game, you control a helicopter gunship on secret assault missions on near-by enemy bases and camps. The game is part helicopter simulation and part aerial combat. The graphics are like Hard Drivin' and Race Drivin', in that the landscape and copter are created out of polygon graphics. Lots of 3-D realism is used. For one player. By ATARI GAMES. **(Available Soon)**
* **S.T.U.N. RUNNER**: Jump into you high-tech speed racer and race the tunnels at 900 MPH in this arcade adapted racing game. You object is to complete the challenge screens by racing down tunnels and straight-aways, while destroying armored drones and mag cycles that get in your way. You have to hurry though! Each course has a time limit. But, the time limit can be extended by riding the tunnel wall and hitting booster pads which speed you up for a few seconds. While driving, pick up colored stars along the course for points. If you beat all the challenge screens, you will have a chance at the 'Ultimate Challenge' course. For one player. By ATARI GAMES. **(Available Now)**
* **SUPER ASTERIOD / MISSILE COMMAND**: These are newly updated version of the original classic arcade games. The graphics look a lot more detailed and enhance playability. John Conner would probably love to have these games. The object of the games are simple. In Asteroids, destroy all meteors that come within range of your ship. Upon the desstruction of the last bit of rock, you'll then be sent to the next level. In Missile Command, do what John Conner did in T2, try to keep nuclear warheads from destroying the planet's surface. If you miss to many, you probably know what will happen. Yes, "...total annihilation of the human species as we know it." One player game. By ATARI. **(Available Soon)**
* **SUPER OFF-ROAD**: Have you every want to take a 4WD truck and race it around a dirt-covered track, against other players, for prizes. Well, now you can in this arcade adaptation of the mud-bogging race game. You and four other people can compete in a race against time to see who's the best at off-road driving. There are many stadium raceways to choose from. All have jumps, mud pits, and barriers to get over and around. After each game, you'll have the chance to upgrade your vehicle. Helpful power-ups also appear on the track while racing. One to four players. By TELEGAMES. **(Available Soon)**
* **SUPER SKWEEK**: You are Skweek. Your mission, decreed by the King, is to travel around five islands, that are inhabited by evil creatures, and paint the islands pink. Each island has 50 levels that are laid out in gird-like mazes. Some are rather complicated puzzles, making you think before moving. All the levels have a time limit. So, you can't stop for too long while playing. Lots of different weapons and bonus items can be picked up while traveling. For one or two players. By LORICIEL. **(Available Now)**

* **SWITCHBLADE II**: Set in the future, your character must travel through a landscape filled with enemies on his way to do battle with an evil entity. To defend yourself, you must kick, slash, jump and fire to clear the enemy away. Weapon upgrades can be found along the adventure. One player game. By ATARI. **(Available Soon)**

* **TODD'S ADVENTURES IN SLIME WORLD**: A horizontally, scrolling 3-D adventure made especially for the Lynx. You are to explore a world made entirely of slime. While collecting slime gems and avoiding many strange slime creatures, you can collect helpful items. You start the game with a laser pistol, but can find lots of other weapons along your journey. These include: Mega Bombs, Slime Shields (a necessity in your travels)! Slime Cleansers and portable Jet Packs. You also have a choice of seven different adventures to play. Multi-player game for up to eight people. This is another game that gives you an entirely new game perspective when played with two or more people. By EPYX. **(Available Now)**

* **TOKI**: The arcade adaptation is now out and better than ever! You are Toki, a monkey with the power to spit fire-balls. Your quest is to travel through five different lands filled with nasty creatures and hazardous obstacles while picking up helpful power-up's and bonus items that you come across. For one player. By FABTEK. **(Available Now)**

* **TOURNAMENT CYBERBALL 2072**: Sequel to the hit arcade game, Cyberball. In this game, you and other players control robots which compete in a futuristic game of football. Each player's robot team is equipped with jet packs and are loaded with dirty tricks to use on the field. Also, to provide more action, if the ball isn't defused in time, it will heat up and explode. Destroying one of your robots along with it. Pick your team from six different choices. For one to four players. By ATARI GAMES. **(Available Now)**

* **TURBO SUB**: You command a futuristic submarine/aircraft in a fight to free the earth's oceans and skies of a dreaded alien menace. Destroy enemy aircraft and ships out on the rough seas. One to two player game. Game play is in the style of Blue Lightning. By ATARI. **(Available Now)**

* **VIKING CHILD**: You are Brian, a young viking child, and you to rid your land of an evil god's minions. Then, face off with him for the battle of the ages. If you win, your homeland will be free off his evil grasp. If you lose, darkness will sweep over the land. You begin the journey with just a small sword, but can buy better weapons and powers along the way. Adapted from a popular British computer game called Prophecy: Viking Child. For one player. By IMAGITEC. **(Available Now)**

* **VINDICATORS**: The tank-smashing game of the arcades is now here with all the music, sounds and gameplay of the arcade version. In this two-player game, you drive a tank through alien stations to find the main control areas and destroy them. While driving, pick up fuel as you fight tanks, turrets, mines and saucers. Also, pick up stars to buy better weapons. Set in a 3/4 overhead perspective. By ATARI GAMES. **(Available Soon)**

* **WARBIRDS**: Originally named Red Baron. Relive the days of aerial fighting in this World War I aerial combat game with lots of head-to-head dogfights. This game is a true flight simulator that features first-person, 3-D polygon graphics. Aerobatic stunts like outside loops, barrel rolls and high-speed power dives can be performed. Movement of the plane is not struck to one direction, forward. The plane can be maneuvered in any direction. You can even turn around and fly back the way you just came. There five different views for seeing in flight. You can look left, right, up, behind you and straight down into the cockpit for checking the flight instruments. A choice of six different missions can be flown and before the game starts, you will have the choice of six different flight options to help you game. You can land in the game, but it is not automatic. You have to land the plane yourself, which isn't easy. Also, like the WW1 biplanes, the right-turning inertial effect of the rotary engine will make your plane turn faster to the right than to the left. A first for home video games! The clouds in the game are so thick that you can actually hide in them. When you damage an enemy plane critically, smoke will start trailing out of the plane's tail

section. Very realistic! At the end of each mission, there are detailed, digitized pictures. Multi-player game for up to four people. By ATARI. **(Available Now)**

* **WORLD CLASS SOCCER**: If you like playing soccer, now you can get all the goals with this fast-action game that is just like playing with the pros. While playing, your perspective of your player(s) will change often due to a scaling field which zooms into areas of action. Based on international soccer rules to make the game-play more realistic. For one to four players. By ATARI. **(Available Soon)**
* **XENOPHOBE**: The hit arcade game is now a side-scrolling adventure is space for the Lynx. Aliens have infested the space stations and an understaffed and ill-equipped group of astronauts, called the "Exterminators," are sent to abolish the alien menace before each station is totally overrun. If this happens, the only hope is to find and use the self-destruct system. There are 23 levels to clear of aliens and nine different characters to choose from to play. You start with an ordinary phaser, but can collect five different types of weapons while exploring. Some of these weapons are the Lightning Rifle and Poofer Gun. A new feature has been added to the game. If two or more people are playing, one of the player's can either play the role of one of the regular characters or become one of the alien's infesting the stations and go after the other players. This game even includes features that the original programmer had to leave out of the arcade version. For one to four players. By BALLY. **(Available Now)**
* **XYBOTS**: The popular arcade game is now adapted for the Lynx. Run through 52 levels of mazes filled with killer robots out to accomplish only one thing: to destroy you before you get to the exit! Collect money while fighting to buy better weapons. One to two player game. By ATARI GAMES. **(Available Now)**
* **ZARLOR MERCENARY**: This is another exciting game that adds 3-D perspective and depth to the game. You are a Space faring Mercenary and the war on Zarlor is just your speed. Multi-layered horizontal scrolling landscapes add realism as you fight your way from area to area. The object of the game is to destroy all the ground and air targets that you come across. When you finish a level, you will be rewarded with money for each object(s) annihilated. You can use this money to buy more powerful weapons and add onto the ones you already have. You choose your player from a group of seven different characters. Each character has a different type of weapon on their ship. There are six different deadly levels to complete. NOTE: There are only six levels, because they are extremely difficult. Like Chip's Challenge, this is the only other game made that has two games in one package. The second game is THE GAME OF LIFE. In this, you create new life by playing around with cell growth on a petri dish. One to four players. By EPYX. **(Available Now)**

** **FOR INFORMATION ON UPCOMING GAMES, SECRET CODES, HIDDEN GAMES AND PLAYING TIPS, CALL KALE SWINDELL AT (818) 248-7398 OR WRITE TO: LYNX TRICKS, 4353 VISTA PLACE, LA CANADA, CA 91011.**

LYNX ARTICLE SOURCES

Information on the Lynx system and it's games can be found in these sources:

* Electronic Gaming Monthly: No.3; Pgs. 70-72; $3.95.
* Electronic Gaming Monthly: No.4; Pgs. 63,76 & 77; $3.95.
* Electronic Gaming Monthly: No.6; Pg. 74; $3.95.
* Electronic Gaming Monthly: No.10; Pgs. 94 & 95; $3.95.
* Electronic Gaming Monthly: No.14; Pgs. 20,32,68 & 69; $3.95.
* Electronic Gaming Monthly: No.19 (Feb '91); Pgs. 28,35,118 & 119; $3.95.
* Electronic Gaming Monthly: No.21 (Apr '91); Pgs. 26 & 52, plus the Atari Adventure pull-out booklet; $3.95.
* Electronic Gaming Monthly: No.6 (Jun '91); Pg. 54; $3.95.
* Electronic Gaming Monthly: No.7 (July '91); Pg. 26; $3.95.
* Electronic Gaming Monthly: No.8 (Aug '91); Pg. 8 of the MicroGaming article & Pg. 26; $3.95.
* Electronic Gaming Monthly: No.9 (Sept '91); Pgs. 22 & 54; $3.95
* Electronic Gaming Monthly: No.12 (Nov '91); Pgs. 48 & 84, plus a 32-pg. EGM Lynx Booklet on all the up-coming games. Not a pull-out; $3.95.
* Electronic Gaming Monthly: No.1,Vol.5 (Jan '92); Pgs. 28 & 223; $3.95.
* Electronic Gaming Monthly: No.4 (Apr '92); Pgs. 32 & 150; $4.95.
* Electronic Gaming Monthly: No.6 (June '92); Pgs. 36,159 & 178; $4.95.
* Electronic Gaming Monthly: No.7 (July '92); Pgs. 26,66,70-73 & 124; $4.95.
* Electronic Gaming Monthly: No.8 (Aug '92); 26 & 136; $4.95.
* Game Player's: Vol.2,No.1 (Jan '90); Pgs. 62-64; $2.95.
* Game Player's: Vol.2,No.2 (Feb '90); Pg. 48; $2.95.
* Game Player's: Vol.2,No.3 (Mar '90); Pg. 56; $2.95.
* Game Player's: Vol.2,No.4 (Apr '90); Pg. 48; $2.95.
* Game Player's: Vol.2,No.5 (May '90); Pg. 61; $2.95.
* Game Player's: Vol.2,No.7 (July '90); Pg. 57; $2.95.
* Game Player's: Vol.2,No.8 (Aug '90); Pg. 57; $2.95.
* Game Player's: Vol.2,No.9 (Sept '90); Pg. 61; $2.95.
* Game Player's: Vol.2,No.11 (Nov '90); Pgs. 56,58 & 84; $2.95.
* Game Player's: Vol.2,No.12 (Dec '90); Pg. 62; $2.95
* Game Player's: Vol.3,No.4 (Apr '91); Pgs. 48 & 91; $2.95.
* Game Player's: Vol.3,No.5 (May '91); Pg. 46; $2.95.
* Game Player's: Vol.3,No.9 (Sept '91); Pg. 51; $2.95.
* GamePro: Sept/Oct '89; Pg. 12; $3.95.
* GamePro: May '90; Pg. 56; $3.95.
* GamePro: Jun '90; Free poster ad on the Lynx; $3.95.
* GamePro: Sept '90; Pgs. 22,23 & 88; $3.95.
* GamePro: Nov '90; Pgs. 24 & 25; $3.95.
* GamePro: Dec '90; Pgs. 78,80,148 & 149, plus a new poster ad for the Lynx; $3.95.
* GamePro's Handheld Special: Spring '91; Pgs. 11-13,38-44,54 & 56; $4.95.
* GamePro: Apr '91; Pgs. 14 & 16; $3.95.
* GamePro: Jun '91; Pgs. 58 & 71; $3.95.
* GamePro: Jul '91; Pg. 62, plus Atari Adventure Pull-out booklet; $3.95.
* GamePro: Aug '91; Pg. 50; $3.95.
* GamePro: Sept '91; Pgs. 46 & 64; $3.95.
* GamePro: Oct '91; Pgs. 58 & 62; $3.95.
* GamePro's Handheld Special: Nov '91; Pgs. 10,26-31,55-58; $4.95.
* GamePro: Nov '91; Pg. 86 & 108; $3.95.
* GamePro: Dec '91; Pg. 126; $3.95.

* GamePro: Jan '92; Pgs. 16,50,51 & 130; $3.95.
* GamePro: May '92; Pgs. 77, 79 & 82; $3.95.
* GamePro: June '92; Pgs. 84 & 90; $3.95.
* GamePro: Aug '92; Pg. 86
* Video Games & Electronic Entertainment: Oct '89; Pgs. 20-24; $2.95.
* Video Games & Electronic Entertainment: Jul '90; Pgs. 88 & 90: $2.95.
* Video Games & Electronic Entertainment: Sept '90; Pgs. 104,105 & 107; $2.95.
* Video Games & Electronic Entertainment: Nov '90; Pgs. 173 & 175; $2.95.
* Video Games & Electronic Entertainment: Dec '90; Pgs. 160 & 164; $2.95.
* Video Games & Electronic Entertainment: Apr '91; Pgs. 104 & 105; $3.50.
* Video Games & Electronic Entertainment: Jul '91; Pgs. 98 & 100; $3.50.
* Video Games & Electronic Entertainment: Jan '92; Pgs. 84,86,90 & 92; $3.95.
* Video Games & Electronic Entertainment: Apr '92; Pgs. 64 & 65; $3.95.
* Video Games & Electronic Entertainment: May '92; Pgs. 56,58 & 114; $3.95.
* Video Games & Electronic Entertainment: July '92; Pgs. 62 & 63.; $3.95.
* Video Games & Electronic Entertainment: Aug '92; Pgs. 35,38,56,58.; $3.95.
* CVG (Computer and Video Games): June '92; Pgs. 13,24 & 25 in the Hand-Held Video Games booklet insert.; (UK Magazine, large); $4.50.
* Atari Explorer: Jan/Feb '91; Pgs. 46-53,57-68; $2.95.
* Atari Explorer: Mar/Apr '91; Pgs. 14,15,17-23; $2.95.
* Atari Explorer: Summer '91; Pgs. 12,57-61; $2.95.
* Atari Explorer: Sept '91; Pgs. 18-23; $2.95.
* Atari Explorer: Feb '92; Pgs.7,17-19, plus special Lynx poster. Not a pull-out.; $2.95.
* Atari Explorer: May/June '92; Pgs. 4,29-37; $2.95.
* Atari User: May '91; Pgs. 15 & 29; Free.
* Atari User: Oct '91: Pgs. 17,19 & 28; Free.
* Atari User: Nov '91; Pgs. 15 & 24; Free.
* Atari User: Jan '92; Pgs. 14,15 & 28; Free.
* Atari User: Mar '92; Pg. 26; Free.
* Atari User: Apr '92; Pg. 8 & 18; Free.
* Atari User: May '92; Pgs. 14, 15, 18 & 25.; Free.
* Atari Advantage: Vol. 1,No. 1 (Apr '92); Pgs. 56-62; $3.00.
* Atari Adventure Booklet: From Atari; Previews all the games that out now and all the up-coming games; Free from Atari.
* EGM Lynx Gaming Booklet '91: Reviews all the games out now and all the up-coming ones. Very similar to the Atari Adventure Booklet from Atari. Contains lots new pictures.; Inside the Nov '91 issue of EGM magazine.
* Lynx Gaming Booklet '91 Glossy, Single Edition: The new version of the EGM Lynx Gaming Booklet with new format, new colors, & more new pictures.; Free from Atari.
* Grey Matters: The Hyper Manual of the Ultimate Brain Game; The new official game magazine for the Atari Lynx. Continues previews and awesome pictures for all the already available games and all the upcoming games. Comes in the The Latest From Lynx Packet for May 28, 1992 from Atari.; Free from Atari or $3.50 in stores. (Two slightly different magazines were created. One with thin paper, making it more bendable. This one came in the Atari press release packet. The other, just printed recently, is printed on a thick paper stock. This one is more sturdier than the last.)
* Sales Lynx: A newsletter for Atari Lynx retailers. From Babbages. Issues #1 & 2. By Sales Lynx, Lombard, IL.; Free
* Lynx Link Newsletter: Available from Dave Schwartz on your computer from GEnie (Type D.SCHWARTZ18).
* Star-Link BBS Newsletter: Available from Robert Jung on your computer from Mesa, AZ. Call (602) 464-4817.

* A.P.E. Newsletter: Issues #1-8 (1990-92); Available from Clinton Smith in Chicago, IL. $1.00 each. Write to: 2104 North Kostner, Chicago, IL 60639.
*Groves, Martha. Mon, Apr 30, '91. Taking on Nintendo. Los Angeles Times Newspaper. Pgs. D1 & D4 (Business Section).
* Jones, Brett. Apr 5, '91. Hand-held gaming/Atari Lynx is a winner. New York Times Newspaper. Pg.
* Sims, Judith. Nov '90. The Coming of the Mini Nintendos and... Los Angeles Times Magazine. Pg. 24.
* Vizard, Frank. Jun '90. Game Boy Versus Lynx. Popular Mechanics. Pg. 32.

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ATARI PRESS RELEASES LIST

*** Las Vegas Winter Consumer Electronics Show: (Jan 10, 1991)**

1. Atari Launches $99.95 Lynx Portable Color Video Game System, 16-Game Library Available Now...16 more coming soon
2. Atari Lynx Video Game Library Now at 16
3. Atari To Expand Lynx Game Library During First Half of '91
4. New Accessories Enhance Atari Lynx Portability (Comes with 8x10 B&W photo of the two different carrying cases)
5. Atari Lynx: The Fully-Functional Color Entertainment System For Players On-The-Go
6. Atari Relocates Entertainment Division, Siegal Named Division President
7. Atari Increases Promotion, Dealer Support For Year-Around Sales (Comes with 8x10 B&W photo of the two different display stands for the Lynx system)
8. Atari Lynx Portable Color Video Game System Slides: 2 slides
9. Screen Shots of the Lynx Games: 26 slides

(All the above are press releases that come in the packet. All the above are press releases that come in a white folder that has the new Lynx on the front with logo and the words "THE LATEST FROM LYNX" below the unit picture.)

*** Las Vegas Winter Consumer Electronics Show: (Jan 9, 1992)**

1. Atari Sells Millionth Lynx Game Cartridge
2. The Atari Lynx: The Leader For Color Fun On The Run
3. New Third Party Titles To Boost Lynx Library; Telegames Inks License For Tradewest Games
4. Facts & Firsts For Atari Video Games
5. Experts Love The Lynx. Here's What They Said:
6. Jack Tramiel / Chairman of the Board, Atari Corporation
7. Sam Tramiel / President and CEO, Atari Corporation
8. Lawrence Siegal / President, Atari Entertainment Division
9. Dana Alan Plotkin / Vice President of Marketing, Atari Entertainment Division
10. Robert J. Schuricht / National Sales Director, Atari Entertainment Division
11. Craig Erickson / Vice President of Software Development, Atari Entertainment Division

(All the above are press releases that come in a white folder that has the new Lynx on the front with logo and the words "THE LATEST FROM LYNX" below the unit picture. One of the glossy editions of EGM's Lynx Gaming Booklet from Atari comes in the packet, along with two 8x10 color photos: one is composed of four individual pictures, each showing the Lynx or the Lynx and it's available packaging. The other is an ad for Dirty Larry: Renegade Cop game.)

*** The Latest From Lynx Packet (May 28, 1992)**

1. Lynx Sales On Target For Record Year
2. Batman Returns Game Swoops Into Stores With Promotion Support
3. Lynx Kicks Off Summer Of Software; Releases More Than 20 New Titles
4. Facts & Firsts For Atari Video Games
5. Atari Corporation Personnel Corporate: Official Biographies Reprint for May 1992
6. Lynx Slides: May 1992 Consumer Electronics Show

(All the above press releases come in a white folder that has the new Lynx on the front with the logo and the words "THE LATEST FROM LYNX" below the unit picture. Along with the press releases are 10 ads for upcoming games. They show the game box cover and a short description of the game. These games are: Baseball Heroes, Batman Returns, Crystal Mines II, Double Dragon, The Guardians: Storm Over Doria, Hockey, Kung Food, Lynx Casino, Pit-Fighter, Super Off Road, Toki & World Class Soccer. Also included in the packet is the first issue of Grey Matters: The Official Lynx Magazine. It covers all the available games that are out and all the upcoming games. Each game previewed has one or two awesome pictures showing the games graphics.

*** Individual Press Releases**

1. Best Sales Month Ever For Atari Lynx (Feb. '91)
2. Persian Gulf Desert Forces Storm Atari With Video Game Requests (Mar 6, '91)
3. Atari Lynx's New Warbirds Landing Soon (May 7, '91)
4. New Games For Atari Lynx Helping In Record Year (Jun 1, '91)
5. Blockout A Knockout On Atari Lynx; First Game From Eastern Europe (May 26, '91)
6. First Third Party Games Available For The Atari Lynx (Jun 1, '91)
7. Warbirds First Atari Lynx Game To Break Listing Of Top Five Selling Video Games (July 22, '91)
8. Atari Lynx Version of Ninja Gaiden Win Electronic Gaming Monthly's First Gold Star Award (July 30, '91)
9. New Atari Lynx Video Game System Hits Store Shelves (Aug 19, '91)
10. Survey Shows Three-To-One Preference For Lynx Over Gameboy (Sept 25, '91)
11. Atari Offers Unique Holiday Value: Announces $129.99 Lynx Video Game System Package (Nov 11, '91: Comes with 8x10 color photos: hand holding new Lynx and the new black Lynx box)
12. Atari Gives Away Thousands of Free Lynx Magazines (Dec 4, '91: Comes with an 8x10 color photo of Santa playing a Lynx and one of the newly bound, glossy editions of EGM's Lynx Gaming Booklet)
13. Atari Extends $129.99 Lynx Value Package (Mar 9, '92)
14. Atari Lynx Pounces To Compuserve (Mar 9, '92)
15. Atari Entertainment Expands; Moves To New Headquarters (Mar 23, '92)
16. New Lynx Software Pricing Provides Variety Of Options (June 8, '92)
17. Atari Gives Away $50 Batman Returns Cartridge With Lynx Purchase (June 16, '92)
18. 50 Games For Atari Lynx In '91: Games available now and all the known up-coming ones
19. Price List for Telegames 4 games: Ultimate Chess Challenge, Qix, Krazy Ace Miniature Golf, and R.C. Destruction Derby; Also comes with pictures of the box covers.
20. Atari Lynx Balance 1991 Marketing Plan Sheet for June thru December

* **The Las Vegas Winter 1990 C.E.S. Packet** is FREE from Marken Communication. To receive a packet, call (408) 296-3600.
* **The Las Vegas Winter 1991 C.E.S. Packet** and **The Latest From Lynx Packet** and all of the individual press releases are available FREE from Edelmen Public Relations, Inc. To receive a packet or any of the press releases or to just get on their mailing list, call (312) 280-7000. Ask for Tom Crosby. He will place you on their mailing list. To receive any of the individual press releases, just indicate the title and date.

LIST CREATED BY: KALE SWINDELL 1991/ 92.

THE MAKERS OF THE GAMES

A.P.B. ™

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* ADAPTATION BY QUICKSILVER SOFTWARE INC.
* Programming / Sound by: Rob Barris
* Graphics / Backgrounds by: Shann Chastain, Arelene M. Caberto & Dave Nelson
* Music by: Dave Bean
* Movie Projector by: William C. Fisher
* Special Thanks to: Steve Ryno

AWESOME GOLF ™

* COPYRIGHT 1991 ATARI CORP.
* PRODUCED BY HAND MADE SOFTWARE LTD.
* Programmed by: Rob Nicholsen
* Additional Programming by: Chris Mannex
* Game Design by: Jim Gregory & Rob Nicholsen
* Graphics by: Jim & Val Gregory
* Sounds & Music by: Tony Williams & Paul Tonge of Sound Images
* Produced by: Juli Wade
* Game Testing by: Jerome Strach, Eric Ginner, Tom Gillen, Bruce Coleman, Jeff Glazier, Paul Gregory and David Gregory
* Vocals by: David Gregory
* With Assistance from the University of Salford: C.B. Daish, Derek Brown & Tony Brown

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BASKETBRAWL ™

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BATMAN RETURNS ®

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* Directed by: Steve Ryno
* Design by: Tom Fessler
* Programming: Al Baker
* Art: Rick Incrocci & Tom Fessler
* Music by: Matt Scott

BLOCK OUT ™

* Created by: Alexander Ustaszewski's
* Program by: Mirek Zaekocki
* Graphics by: Maciek Markuszewski

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* Graphics by: Arthur "Ace" Koch
* Music and Sound by: Bob Vieira & LX Rudis
* Level Design by: Stephen H. Landrum, RJ Mical & Stephen Jungels
* Project Management: RJ Mical
* Additional Support: Chuck Sommerville & Tom Schumacher

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* Footbag by: Pete Wierzbicki
* Halfpipe by: Stephen Jungels
* BMX by: James Donald & Larry Abal
* Surfing by: Matt Crysdale & Suzie Greene
* Art by: Jenny Martin, Arthur "Ace" Koch, Paul Vernon & Sheryl Knowles
* Music by: Bob Vieira & LX Rudis
* Came in Real Handy: Dave Needle & RJ Mical

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* Programmed by: Eric Ginner & Jerome Strach
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* Music by: Bob Vieira
* Produced by: Jerome Skruch

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* Software and Game Design by: Chuck Sommerville
* Art by: Paul Vernon
* Sound and Music by: LX Rudis & Bob Vieira
* Level Design by: Bill Darrah, James Donald, M. Peter Engelbrite, Victoria Hanson, RG Goudy, Stephen Jungels, Scott Nelson, Chuck Sommerville & Pete Wierzbicki
* Testing by: Dung Dang, Bob Friesen, John McGowan, Tom Schumacher, Cynthia Sommerville, Glen Yamakawa & Robert Zalot
* Additional Testing by: Arthur "Ace" Koch
* Special Thanks to: RJ Mical & Dave Needle

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* Game Design and Programming by: Ken Beckett
* Levels Designed by: Scott Davis, Danny Sosbee, Lee Rider, Joel Byers, Jim Treadway,

Gabriel Beckett, Ron Degen
* Music by: Ken Galderone
* Graphics by: Nina, Dan Burke, Ken Beckett
* SPECIAL THANKS TO KIM

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* Music by: Bob Vieira & LX Rudis
* Design Assistance by: Chuck Sommerville, Charlie Kellner, Tom Schumacher & RJ Mical

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* Level Design by: Peter Wierzbicki & RG Goudy
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* Written by: John Leupp
* Art by: Paul Vernon
* Majority of Levels by: Chuck Sommerville & Charlie Kellner
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* Graphic Artists: Robb Mariani & Steve Marschner
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KLAX ™

* Programmed by: Greg Omi
* Art and Animation: Susan G. McBride, Greg Omi, Gary Johnson & Ke Rudis
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* Produced by: Craig Erickson
* Developed by: Brian A. Rice, Inc.
* Programmed by: Perry Horwich
* Graphics by: Mark Waterman, Tom Brophy & Robb Mariani
* Music & Sound by: Cliff Falls & Chuck Batson
* Design by: Perry Horwich, Brian A. Rice & Mark Waterman
* Winners Don't Use Drugs

LYNX HOCKEY ™

* ALPINE STUDIOS
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* Designed by: Ed Ringler
* Programming by: Siomon Ffinch
* Graphics by: Ed Ringler, Siomon Ffinch & Ed Ringler Sr.
* Music & Sound by: LX Rudis
* Special Thanks to: Chris Oke
* Produced by: Ed Ringler

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* Programmed by: Al Baker
* Lynx Art by: Nathan Baker

* Original Art by: Elite
* Sound by: David Tumminaro

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* Programmed by: Peter Wierzbicki & Susan G. McBride
* Art and Animation by: Melody Rondeau & P. Wierzbicki
* Music by: LX Rudis & Bob Vieira
* Sound by: LX Rudis
* Special Thanks To All The Links: John Skruch and Juli Wade, Steve Jungels and Greg Omi, Jerome Strach and Eric Ginner, Bruce Coleman and Tom Gillen
* Starring: George
* And His Menacing Menagerie: Lizzy, Larry and Ralph
* Lynx Rampage is a one to four player comlynx action game!

RAMPART ™

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* Programmed by: Eric Ginner & Jerome Strach
* Art and Animation by: Susan G. McBride, Eric Elliot & Melody Rondeau
* Music by: LX Rudis
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* LICENSED TO ATARI CORP.
* Programmer: D. Scott Williamson
* Artwork by: Bob Nagel
* Title Music by: Dave Tumminaro
* Special Thanks to: Atari Games for their support and cooperation

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* Artwork by: Bob Nagel
* Produced by: Craig Erickson

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* Music by: Doug Hubbard

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* Designer: Isabelle C. Lechner
* Creative Designer: Lori S. Pearsall
* Artist: Beverly S. Miller
* Musician: John Foley
* Producer: Steve Ryno
* STARRING: LOUIE AND SCRAPS

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* Music by: LX Rudis & Bruce Coleman
* Produced by: Juli Wade

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* Art by: Phil Vaughan & M Peter Engelbrite
* Sound Design by: Chris Grigg
* Music by: Eric Vanrhee
* Testing by: SECRET UNDERGROUND LABS
* WINNERS DON'T USE DRUGS

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* Original Concept by: Laurent Arditi & Stephane Ducasse
* Coding by: Laurent Arditi
* Art by: Stephane Ducasse
* Additional Art by: Geoffroy Adamzyck
* Music by: Oliver Delerue
* Sounds FX by: Laurent Arditi
* Levels Manager: Stephane Ducasse
* Levels Conceptions by: Stephane Ducasse, Laurent Arditi, Geoffroy Adamzyck, Cedric Adamzyck, Oliver Nano, Fabrice Farhi, Arnaud Cursente, Eric Di Filippo, J.L. Locicero & Marc Blassin
* Philosophy Research Dept.: Laurent Desnogues
* Hardware Maintainance by: Christian Baudoin
* Greetings by: Joel Pelligrini

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* Coding by: David Chiles
* Graphics by: P. Goldsmith * Nigel Cook
* Music by: Barry Neitch
* Designed by: Nigel Cook
* Produced by: Juli Wade

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* Art & Animation by: Susan G. McBride & Melody Rondeau
* Sound & Music by: Bob Vieira
* THANKS TO THE ATARI CROWD AND THE FRIDAY KNIGHTS
* Special Thanks to John Skruch and Dave Needle
* FOR MY FATHER

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- Dirty Larry: Renegade Cop -- 2 players (Action/Adventure)
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- Dracula: The Undead -- 1 player (Action/Adventure)
- The Guardians: Storm of Doria -- 4 players (RPG)
- Jimmy Connor's Bad Boy Tennis -- 2 players (Sports)
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- Malibu Beach Volleyball -- 4 players (Sports)
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- Ninja Gaiden III: Ancient Ship of Doom -- 1 player (Action/Adventure)
- Ninja Nerd -- 1 player (Action/Adventure)
- Power Facto -- ? players (?)
- Rai-Den -- 2 players (Arcade/Action)
- Road Riot 4WD -- ? players (Arcade/Action)
- Space War -- ? players (?)
- Super Asteroids/Missile Command -- 1 players (Arcade/Action)
- Vindicators -- 2 players (Arcade/Action/Adventure)

OTHERS RUMORED:

- All Star Basketball -- ? players (Sports)
- Alternate Earth -- 4 players (Action/Adventure)
- Badlands -- ? players (Arcade/Racing)
- Barbarian Bodyguard -- ? players (Action/Adventure)
- Battle Universe -- ? players (Action)
- Cards -- 1 player (Strategy)
- Driving Demons (INTENSE) -- 4 players (Action)
- 49er's Football -- ? players (Sports)
- Golf Challenger -- 2 players (Sports)
- Gordo 106 -- ? players (Action)
- Hellraiser -- ? players (Action/Adventure)

Hoop Wars -- ? players (Sports/Basketball)
Home Controller -- ? players (?)
Joust (COLOR DREAMS) -- 2 players (Arcade/Action)
Leaderboard -- ? players (Sports/Golf)
Lucky Stars -- 1 player (Horoscopes, Biorhythms, etc.)
Mario Lemieux Hockey -- ? players (Sports)
Masters Golf -- ? players (Sports)
Operation Desert Storm -- ? players (Action)
Outpost Mars -- ? players (Action)
RBI 2 -- ? players (Sports)
R.C. Destruction Derby -- 4 players (Sports)
Skull & Crossbones2 (Arcade/Action)
Space Canyons (INTENSE) -- 4 players (Action)
Starship -- ? players (Action)
Stealin' Home -- 2 players (Sports)
Strider II -- 1 player (Action/Adventure)
Super Soccer -- ? players (Sports)
Time Gates (INTENSE) -- 4 players (Action/Adventure)
Time Lords -- 4 players (Action/Adventure)

THIRD PARTY COMPANIES & GAMES

* **APTI**: Alternate Earth -- 4 players (Action/Adventure)
  Battle Universe -- 2 players (Action)
* **COLOR DREAMS**: Crystal Mines II -- 1 player (Action/Adventure)
  Joust -- 2 players (Arcade/Action)
* **CYBER LABS**: Outpost Mars -- 1 player (Action/Adventure)
* **IMAGITEC**: Daemonsgate -- 4 players (RPG)
* **INTENSE**: Space Canyons -- 4 players (Action)
  Time Gates -- 4 players (Action/Adventure)
  Driving Demons -- 4 players (Action)
* **LORICIEL**: Superskweek -- 2 players (Action/Adventure)
* **PSYGNOSIS**: Lemmings -- 2 players (Action/Adventure)
  Shadow of the Beast -- 1 player (Action/Adventure)
* **REFLEX**: Cards -- 4 players (Strategy)
* **SHADOWSOFT**: Bugs -- 1 player (Action/Adventure)
  Robotron 2084 -- 2 players (Arcade/Action)
* **SSI**: Eye of the Beholder -- 4 players (RPG)
* **TELEGAMES**: Fidelity Chess Challenge -- 2 players (Strategy)
  The Guardians: Storm of Doria -- 4 players (RPG)
  Krazy Ace Miniature Golf -- 2 players (Sports)
  Qix -- 2 players (Arcade/Strategy)
  R.C. Destruction Derby -- ? players (Action)
* **U.S. GOLD**: Leaderboard -- 2 players (Sports/Golf)

RELEASED GAMES:

* A.P.B -- 1 player (Arcade/Action)
* Awesome Golf -- 2 players (Sports)
* Batman Returns -- 1 player (Action/Adventure)
* Bill & Ted's Excellent Adventure -- 2 players (RPG/Adventure)
* Blockout -- 1 player (Puzzle/Strategy)
* Blue Lightning -- 1 player (Action)
* California Games -- 4 players (Sports)

* Checkered Flag -- 6 players (Sports)
* Chip's Challenge -- 1 player (Strategy)
* Crystal Mines II -- 1 player (Action/Adventure)
* Electrocop -- 1 player (Action/Adventure)
* Fidelity Chess Challenge -- 2 players (Strategy)
* Gates of Zendocon -- 1 player (Action)
* Gauntlet III -- 4 players (RPG/Action)
* Hard Drivin' -- 1 player (Arcade/Action)
* Hydra -- 1 player (Arcade/Action)
* Ishido -- 2 players (Strategy)
* Klax -- 1 player (Arcade/Strategy)
* Lynx Casino -- 4 players (Strategy)
* Lynx Hockey -- 2 players (Sports)
* Ms. Pacman -- 1 player (Arcade/Action)
* Ninja Gaiden -- 1 player (Arcade/Action)
* Pacland -- 1 player (Arcade/Adventure)
* Paperboy -- 1 player (Arcade/Action)
* Qix -- 2 players (Arcade/Strategy)
* Rampage -- 4 players (Arcade/Action)
* Rampart -- 2 players (Action/Strategy)
* Road Blasters -- 1 player (Arcade/Action)
* Robosquash -- 2 players (Action/Strategy)
* Robotron 2084 -- 2 players (Arcade/Action)
* Rygar: Legendary Warrior -- 1 player (Arcade/Action)
* Scrapyard Dog -- 1 player (Adventure)
* Shanghai -- 2 players (Strategy)
* Todd's Adventures in Slime World -- 8 players (Action/Adventure)
* S.T.U.N. Runner -- 1 player (Arcade/Action)
* Super Skweek -- 2 players (Action/Strategy)
* Toki -- 1 player (Arcade/Adventure)
* Tournament Cyberball -- 4 players (Sports)
* Turbo Sub -- 2 players (Action)
* Viking Child -- 1 player (Action/Adventure)
* Warbirds -- 4 players (Action)
* Xenophobe -- 4 players (Arcade/Adventure)
* Xybots -- 2 players (Arcade/Adventure)
* Zarlor Mercenary -- 4 players (Action)

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A.P.B. / ALL POINTS BULLETIN ™
INFORMATION SHEET

Level Jumping: If your curious about what the other levels look like or just want to skip the level that you are on, follow these instructions. First, find a donut. This can be a one found on the ground, or at a donut stand, or at a drive thru' donut shop (stands & shops are better places to use this trick.) Now, accelerate over the donut or threw the shop, while holding down OPTION 1 & OPTION 2 buttons. Doing this is like getting all of your quota and returning to the station. This trick can be done on any of the levels.

Skipping to 99: If you want to totally skip all the other levels and go straight to level 99, here's what you do. First, fill you quota for the day. Upon filling the quota, drive back to Officer Bob's parking place at the police station. Before driving over it, hold down OPTION 1 & OPTION 2 at the same time and drive into parking place. You will hear a lower, more human sounding voice say 'YEAH! The next level you play will be level 99. In this level, and all the rest from then on, your gas and time is locked and will not increase. You can still get demerits thou!

Music On or Off: To turn the music on or off, press OPTION 2 while the title screen is on. Turning off the music allows you to hear all the digitized voices and sounds more clearly.

CROOKS TO CAPTURE

1. Freaky Freddy - Dope Peddling (Day 3)
2. Candy Goodbody - Hooking (Day 5)
3. Bernie Gasman - Arson (Day 7)
4. Philip Fuse - Terrorist Bombings (Day 9)
5. Cool Hand Duke - Pimping (Day 11)
6. Buzz Geiger - Nuclear Fuel Theft (Day 13)
7. Joe Korncob - Water Fraud (Day 15)
8. Luigi Demuccio - Car Theft (Day 17)
9. Dick Slob - Toxic Waste Dumping (Day 19)
10. Iggy Dingdong - Reckless Driving (Day 21)
11. Juan Fingers - Armed Robbery (Day 23)
12. Hans Oop - Bank Robbery (Day 25)
13. Fake Frank - Cop Killer (Day 27)
14. Sid Sniper - Illegal Firearm (Day 29)
15. Billy Bob Jack - Armed Robbery (Day 31)

Speed Shop Items: Higher Speed - Best for out-running criminals
Radar - Displays the speed of passing cars
Gun - Shoot criminals and violators for quota
Armor - Prevents dynamite from destroying your car
Brakes - For making quicker stops
Acceleration - For quicker starts

Helpful Messages: Radar gun doubles ticket values
Quota not needed if APB captured
Shoot criminals for quota
Demerit erased every $5000
No one is bad when siren is on
Need speed to jump ditches

** LIST CREATED BY: KALE SWINDELL 1991.

BILL & TED'S EXCELLENT ADVENTURE ™
CODES & HELPFUL HINTS

Here are some codes that will place you in the different time periods with most of the necessary items already in inventory:

* **EGYPT 1700 BC** -- C68K. BD02. W1T1. 0G0D
* **EGYPT 1500 BC** -- B87C. RXDF. X1EY. 0ERE
* **ROME 60 BC** -- 4000. 0002. ZF6P. 0H1S
* **EUROPE 1700 AD** -- Y1YS. FJDG. 8GBX. OMKP
* **ROME 70 BC** -- 4A33. 7L03. I4C5. 6WZ1
* **TEXAS 1880 AD** -- 4000. 00DD. Z43L. 6WNA
* **SAN DIMAS 2691 AD (HELL)** -- C8S9. AG07. 7HH9. 71D2

HELPFUL TIPS

1. To get past creatures, run.
2. Keep the scare stone on at all times while in Egypt 1500.
3. The ankh is helpful for water travel.
4. In Egypt 1500 BC, in two player mode, both of the characters have to be in the boat when you travel to the Great Pyramid.
5. Lions of stone may stay of stone with the sound of a harp.
6. Egypt's Paradox deals with the pillar in Egypt 1700 BC.
7. Don't try to talk to any of the walking guards in Rome. They have a very bad temper.
8. Get a boost from the fountain.
9. The lion of the dungeon is fond of a certain Roman instrument.
10. The guards in the sanctuary building dislike a certain European musical instrument.
11. Due to a glitch in the games, it's best to collect the notes in Rome 60 BC in the pattern of FOREST/ SANCTUARY/CITY. If they are collected in another order, you will end up with 79 notes, instead of 80. The game automatically thinks that you have already picked up the 80th note, thus making the needed note disappear and never to be found.
12. Something black will get you past Rome's Paradox.
13. In Europe, hesitating will be the death of you.
14. Dracula's tomb holds something of magical importance for you.
15. The axes' in Europe can only be crossed when they swing and temporarily stop in your direction.
16. Texas's Paradox deals with gold and time forgot.
17. Check the skulls.
18. In Texas, the train ticket is used for a ride on the tracks.
19. Dynamite and Billy the Kid are a pair made for escape.
20. 'HELL' is a perfect name for this extremely frustrating level. Wait for the path stones to flash twice before moving to another one.

** LIST CREATED BY: KALE SWINDELL 1991.

BLUE LIGHTNING ™
CODES & DESCRIPTIONS

Mission 2 -- PLAN: It is your job to fly through hostile territory and make low-level bombing runs against ground targets, pouncing on tanks and convoys with your guns and missiles.

Mission 3 -- ALFA: You must engage and destroy convoys as they move through dangerous snow-covered mountains, farmlands, and other terrain.

Mission 4 -- BELL: Fly your plane through dangerously narrow desert canyons and take out tanks while avoiding hitting the canyon wall and other mesas.

Mission 5 -- NINE: You are to fly over an island chain where enemy radar installations are hidden and destroy them. Also, take out battleships, subs, aircraft carriers, tanks, etc.

Mission 6 -- LOCK: It's your duty to deliver secret documents to airstrips deep in the enemy territory. While flying, look out for missiles, tanks and spy planes.

Flying Trick: When landing at the airstrips, turn the jet upside down and push the nose down. The jet will then land upside-down and the cockpit will open up through the gas tank. They jet will also takeoff from this position, but levels out when it's airborne.

Mission 7 -- HAND: Once again, you must fly deep into enemy territory and take out some hidden radar installations. While flying, bomb railroads, sink ships and destroy planes.

The Mysterious Sky Runways: There are two strange runways in the sky at about the middle of this level. To find them, take your jet up to it's highest possible altitude, after take-off, and fly there until you come to an area where the clouds part and the sky is clear. Now, move your jet down just a little and sooner or later, two floating runways will appear. There is no way of landing on these, their just for looking at. They are a glitch that was accidentally left in the game.

Mission 8 -- FLEA: Fly over enemy cities and mountains in the dark of night without being detected and bomb the last of the remaining radar installations. Watch out for enemy planes, as they will be firing missiles randomly through the skies to shoot you down.

Mission 9 -- LIFE: For the last time, you are to fly over the battlefields and destroy enemy tanks, without accidentally destroying friendly tanks. All the friendly tanks are colored blue, but your computer is color blind and will lock-on to them anyway. So, be careful when firing missiles.

** LIST CREATED BY: KALE SWINDELL 1990.

AWESOME GOLF ™ & CALIFORNIA GAMES ® INFORMATION

Ever wanted to get a hole-in-one in the Awesome Golf game. Well, now you can turn your ball into a hole-sinker missile by the push of one button and changing your players name. Here's how to do it: on the GAME OPTIONS screen, make your players name LANDLORD. Customize the other options to your liking. Now, exit and move onto the green to play. When you hit the ball and it is up in the air, it doesn't matter where the ball is heading, push the OPTION 2 button. Upon doing this, the ball will act like a heat-sinker missile, changing direction, and head straight for the hole. An instant hole-in-one. The interesting thing about this trick is that you can push OPTION 2 anytime after you have hit the ball, it doesn't matter if it is your first hit or your fifth hit, the ball will always go in the hole. If your want to see what an Eagle or Birdie looks like, hit the ball on the green, then push OPTION 2 upon your second or third hit. Have fun!

CALIFORNIA GAMES ®

In the surfing portion of California Games, you can do a little silly trick before your time runs out. First, wipe out twice so that you only have on player left. Then, ride the wave until the clock gets down to 4 seconds. At the 3 second mark, push down on the joy pad so that the character runs into the wave at the bottom of the screen. When the time runs out, a pelican will fly by and your surfer will appear on top of it.

To stop the spinning license plate at the beginning of the game, hold down the PAUSE button. It makes it easier to read who made the game.

** CREATED BY: KALE SWINDELL 1990.

CHIP'S CHALLENGE ™
CODES & TITLES

1. MAND.....Fractal Generator Program

---

1. BDHP.....Lesson 1
2. JXMJ.....Lesson 2
3. ECBQ.....Lesson 3
4. YMCJ.....Lesson 4
5. TQKB.....Lesson 5
6. WNLP.....Lesson 6
7. FXQO.....Lesson 7
8. NHAG.....Lesson 8
9. KCRE.....Nuts & Bolts
10. VUWS.....Brushfire

((**Message 1**: After warming up on the first levels of the challenge, Chip is raring to go! "This isn't so hard," he thinks.))

11. CNPE.....Trinity
12. WVHI.....Hunt
13. OCKS.....Southpole
14. BTDY.....Teleblock
15. COZQ.....Elementary
16. SKKK.....Cellblocked
17. AJMG.....Nice Day
18. HMJL.....Castle Moat
19. MRHR.....Digger
20. KGFP.....Tossed Salad

((**Message 2**: But the challenge turns out to be harder than Chip thought. The Bit Busters want it that way -- to keep out lobotomy heads.))

21. UGRW.....Iceberg
22. WZIN.....Forced Entry
23. HUVE.....Blobnet
24. UNIZ.....Oor to Gelo
25. PQGV.....Blink
26. YVYJ.....Chchchips
27. IGGZ.....Go With The Flow
28. UJDD.....Ping Pong
29. QGOL.....Articflow
30. BQZP.....Mishmesh

((**Message 3**: Chip's thick-soiled shoes and pop-bottle glasses speed him through the mazes while his calculator watch keeps track of time.))

31. RYMS.....Knot
32. PEFS.....Scavenger Hunt
33. BQSN.....On The Rocks
34. NQFI.....Cypher
35. VDTM.....Lemmings
36. NXIS.....Ladder
37. VQNK.....Seeing Stars
38. BIFA.....Sampler
39. ICXY.....Glut
40. YWFH.....Floorgasborg

((**Message 4**: Chip reads the clues so he won't loose.))

41. GKWD.....I.C. You
42. LMFU.....Beware of Bug
43. UJDP.....Lock Block
44. TXHL.....Refraction
45. OVPZ.....Monster Lab
46. HDQJ.....Hidden Doors
47. LXPP.....Pier Seven
48. JYSF.....Problems
50. QBDH.....Digdirt

((**Message 5**: Picking up chips is what the challenge is all about. But, on the ice, Chip gets chapped and feels like a chump instead of a champ.))

51. IGGJ.....I Slide
52. PPHT.....The Last Laugh
53. CGNX.....Traffic Cop
54. ZMGC.....Grail
55. SJES.....Potpourri
56. FCJE.....Deepfreeze
57. UBXU.....Strange Maze
58. YBLT.....Loop Around
59. BLDM.....Hidden Danger
60. ZYVI.....Scoundrel

((**Message 6**: Chip hits the ice and decides to chill out. Then he runs into a fake wall and turns the maze into a thrash-a-thon!))

61. RMOW.....Rink
62. TIGW.....Slo Mo
63. GOHX.....Block Factory
64. IJPQ.....Spooks
65. UPUN.....Amsterdam
66. ZIKZ.....Victim
67. GGJA.....Chipmine
68. RTDI.....Beny Miny Moe
69. NLLY.....Bounce City
70. GCCG.....Nightmare

((**Message 7**: Chip is halfway through the world's hardest puzzle. If he succeeds, maybe the kids will stop calling him computer-brain!))

71. LAJM.....Corridor
72. EKFT.....Reverse Alley
73. QCCR.....Morton
74. MKNH.....Playtime
75. MJDV.....Steam
76. NMRH.....Four Plex
77. FHIC.....Invincible Champion
78. GRMO.....Force Square
79. JINU.....Drawn and Quartered
80. EVUG.....Vanishing Act

((**Message 8**: Chip used to spend his time programming computer games and making models. But, that was just practice for this brain-buster!))

81. SCWF.....Writer's Block
82. LLIO.....Socialist Action
83. OVPJ.....Up The Block
84. UVEO.....Wars

85. LEBX.....Telenet
86. FLHH.....Suicide
87. YJYS.....Cityblock
88. WZYV.....Spirals
89. VCZO.....Block Buster
90. OLLM.....Playhouse

((Message 9: "I can do it! I know I can!," Chip thinks as the going get tougher. Besides, Melinda the Mental Marvel waits at the end!))

91. JPQG.....Jumping Swarm
92. DTMI.....Vortex
93. REKF.....Roadsign
94. EWCS.....Now You See It
95. BIFQ.....Four Square
96. WVHY.....Paranoia
97. IOCS.....Metastable to Chaos
98. TKWD.....Shrinking
99. XUVU.....Catacombs
100. QJXR.....Colony

((Message 10: Besides being an angel on earth, Melinda is the top scorer in the challenge -- and the President of the Bit Busters.))

101. RPIR.....Apartment
102. VDDU.....Icehouse
103. PTAC.....Memory
104. KWNL.....Jailer
105. YNEG.....Short Circuit
106. NXYB.....Kablam
107. ECRE.....Balls O Fire
108. LIOC.....Block Out
109. KZQR.....Torture Chamber
110. ZBAO.....Chiller

((Message 11: Chip can't wait to join the Bit Busters! The club's already figured out the school's password and accessed everyone's grades!))

111. KRQJ.....Time Lapse
112. NJLA.....Fortune Favous The
113. PTAS.....Open Question
114. JWNL.....Deception
115. EGRW.....Oversea Delivery
116. HXMF.....Block Buster II
117. FPZT.....The Marsh
118. OSCW.....Miss Direction
119. PHTY.....Slide Step
120. FLXP.....Alphabet Soup

((Message 12: If Chip's grades aren't as good as Melinda's, maybe she'll come over to his house and help him study!))

121. BPYS.....Perfect Match
122. SJUM.....Totally Fair
123. YKZE.....The Prisoner
124. TASX.....Firetrap
125. MYRT.....Mixed Nuts
126. QRLD.....Block N Roll
127. JMWZ.....Skelzie
128. FTLA.....All Full

129. HEAN.....Lobster Trap
130. XHIZ.....Ice Cube

((**Message 13**: "I've made it this far," Chip thinks. "Totally fair, with my mega-brain." Then he starts the next maze. "Totally unfair!" he yelps.))

131. FIRD.....Totally Unfair
132. ZYFA.....Mix Up
133. TIGG.....Blobdance
134. XPPH.....Pain
135. LYWO.....Trust Me
136. LUZL.....Doublemaze
137. HPPX.....Goldkey
138. LUJT.....Partial Post
139. VLHH.....Yorkhouse
140. SJUK.....Icedeath

((**Message 14**: Groov-u-lots! Chip makes it almost to the end. He's stoked!))

141. MCJE.....Underground
142. UCRY.....Pentagram
143. OKOR.....Stripes?
144. GVXQ.....Fireflies (This is the last maze of the regular levels)

SECRET LEVELS

145. JHEN.....Cake Walk
146. COZA.....Force Field
147. RGSK.....Mind Block
148. DIGW.....Special
149. Ending Screens

** LIST CREATED BY: KALE SWINDELL 1990.

CHIP'S CHALLENGE ™
FRACTAL GENERATOR PROGRAM
INSTRUCTIONS

Chip's Challenge has a secret. In it's many codes for levels of play, there is a code that will allow access into the infinite world of fractals. A fractal is a geometrical or physical structure that has an irregular or fragmented shape at all scales of measurement between a greatest and a smallest scale such that certain mathematical or physical properties of the structure behave as if the dimensions of the structure are greater than the spatial dimensions. If you can understand the definition, that's what a fractal is.

Fractal's were discovered by a man named Benoit Mandlebrot and he even named one of the set of images you'll see in this program after himself. There are lots of different images to be seen in this program, so don't just stay in one area. Now, on with the fun of fractals.

The code to enter for the program is **MAND**. After it is entered, a picture will start to form on the screen. **Don't touch any buttons until the picture is done.** When it's done, then you can move around and zoom in to see more details. **NOTE:** Since each picture has extremely fine detail, it will usually take a few minutes for an image to re-scan itself. Especially, if there is black in or around the picture or if you have zoomed into the picture lots of times.

CONTROLS FOR THE PROGRAM

(B) Button: When this button is pushed, it will create a box outline on the screen which you can move around. When the button is pushed again, the image on the screen will zoom away from you.

(A) Button: When this button is pressed, it will also create a box outline. When pressed again, it will cause the image to zoom towards you. **NOTE:** After the image has either been zoomed away or towards you, take the outline off the screen and let the Lynx adjust the picture to more detail.

OPTION 1 Button: This will create and vanish the box outline. **NOTE:** Always take the outline off the screen after you are done with it.

OPTION 2 Button: This will create the box outline and starts the color cycling on the screen. One push causes the cycling to go forward. Another push causes it to go backwards and a third will stop the cycling altogether. **NOTE:** To change the color of the cycling, go to the index.

PAUSE Button: This button causes the MANDLEBROT / JULIA SET EXPLORER INDEX to appear on the screen. In the index, you can change the depth, color and cycle rate of the fractals and also create your own pictures. The index should look like this:

MANDLEBROT EXPLORER

X:	FE.0000000000
Y:	FE.0000000000
STEP:	00.0000000000
DEPTH:	0100
PALETTE:	00
CYCLE RATE:	04
XJUL:	00.0000000000
YJUL:	00.0000000000

You can change anything you want on the index and it will not hurt the Chip's Challenge game. But, before you change any of the X,Y,XJUL OR YJUL settings, look at all the different types of

images that can be found in the pictures on the screen. You can change the palette and cycle rate without messing up the programmed images. **IMPORTANT**: To increase the speed of detailing after you zoom in or out, set the DEPTH setting to 10 or 20. Do this immediately after you start up this program.

To see the other images other than Mandlebrot's, go to the index and push OPTION 2. It will change the title from MANDLEBROT EXPLORER to JULI SET EXPLORER.

The Julia Set Explorer might seem limited to one picture at first. But, by changing the XJUL and YJUL settings, numerous new and fascinating pictures are created. If a picture is created that is to far to the side or to far above or below, just increase or decrease the first number after the decimal on the X and Y settings. The X setting moves the picture up or down and the Y setting moves the picture left or right.

That's all there is to this program. Hope this help's you have lots of fun exploring the infinitely fascinating images of the fractal generator.

These instructions have been created by: Kale Swindell 1990 and have not been copyed from any other source material.

CHIP'S CHALLENGE ™
FRACTAL GENERATOR PROGRAM
JULI SET EXPLORER PICTURE SETTINGS

Name: **Spirals**
X: FD.8F22 / Y: FE.6D7C / Step: 00.08 / Depth: 20 / XJUL: 00.5 / YJUL: 00.05
** For mesh picture: X: FD.9F22 / Y: FE.8D7C / Step: 80.07A

Name: **The "X"**
X: FD. 7A / Y: FE.5C / Step: 00.08 / Depth: 28 / XJUL: 00.5B / YJUL: FF.F
** For mesh picture: X: FD.BB / Y: FE.9D / Step: 80.075

Name: **Boots**
X: FF.BCE / Y: FE.E5A / Step: 00.004 / Depth: 28 / XJUL: 00.61 / YJUL: 00.61
** For mesh picture: X: FE.A1E / Y: FE.70A / Step: 80.07A

Name: **Boots 2**
X: FD.7C21 / Y: FE.5F6C / Step: 00.08 / Depth: 20 / XJUL: 00.7 / YJUL: 00.6
** For mesh picture: X: FD.CC21 / Y: FE.8F6C / Step: 80.075

Name: **Iris**
X: FD.704 / Y: FE.693 / Step: 00.08 / Depth: 36 / XJUL: 00.55 / YJUL: 00.0
** For mesh picture: X: FD.A04 / Y: FE.793 / Step: 80.07A

Name: **Storm Chain**
X: FD.8F4 / Y: FE.8EC / Step: 00.08 / Depth: C / XJUL: FE.0005 / YJUL: 00.0
** For mesh picture: X: FD.AFA / Y: FE.7EC / Step: 80.07A

Name: **Storm Chain 2 (COLORED)**
X: FE.C41 / Y: FF.5A / Step: 00.04 / Depth: 16 / XJUL: FE.25 / YJUL: 00.0
** For mesh picture: X: FD.A41 / Y: FE.7A / Step: 80.07A

Name: **Intergalatic Starship**
X: FD.BC066 / Y: FE.63FB / Step: 00.08 / Depth: 10 / XJUL: FE.A / YJUL: 00.0
** For mesh picture: X: FD.AC066 / Y: FE.83FB / Step: 80.07A

Name: **Intergalatic Starship 2**
X: FD.FC1 / Y: FE.920 / Step: 00.08 / Depth: 20 / XJUL: FE.FA / YJUL: 00.0
** For mesh picture: X: FD.FC1 / Y: FE.C20 / Step: 80.065

Name: **Pan-dimensional Rift**
X: FD.94066 / Y: FE.3AFB / Step: 00.08 / Depth: 20 / XJUL: FE.A / YJUL: 00.1
** For mesh picture: X: FD.A4066 / Y: FE.8AFB / Step: 80.07A

Name: **Mitosis**
X: FC.FB1 / Y: FD.F6E / Step: 00.0A / Depth: 10 / XJUL: 00.0 /YJUL: 01.1
* For mesh picture: X: FD.5B1 / Y: FE.46E / Step: 80.08A
** To split the cell, keep increasing the first number after the decimal on XJUL.

Name: **Islands**
X: FE.651 / Y: FF.00E / Step: 00.05 / Depth: 10 / XJUL: FF.52 / YJUL: 00.A5
** For mesh picture: X: FE.051 / Y: FE.C0E / Step: 80.065

Name: **Cracked Continent**
X: FE.651 / Y: FF.00E / Step: 00.05 / Depth: 11 / XJUL: FF.BC / YJUL: 00.D0
** For mesh picture: X: FE.251 / Y: FE.C0E / Step: 80.065

Name: **Islands 2**
X: FC.BD33 / Y: FD.E40D / Step: 00.0AC / Depth: 20 / XJUL: 00.92 / YJUL: 00.4
** For mesh picture: X: FD.AD33 / Y: FE.840D / Step: 80.07D

Name: **Canyon**
X: FD.4F3 / Y: FE.3B9 / Step: 00.09 / Depth: 9 / XJUL: FF.FFF / YJUL: FE.FF5
** For mesh picture: X: FD.CF3 / Y: FE.8B9 / Step: 80.073

Name: **Baseball**

X: FD.061 / Y: FE.0AE / Step: 00.0A / Depth: 26 / XJUL: 06.0 / YJUL: 10.0
** For mesh picture: X: FD.061 / Y: FD.FAE / Step: 80.0A5

NOTE: To increase or decrease depth of picture while the mesh is on, just increase or decrease the second and third numbers after the decimal on STEP.

** LIST CREATED BY: KALE SWINDELL 1991.

CRYSTAL MINES II ™
CODES & DESCRIPTIONS

LEVELS

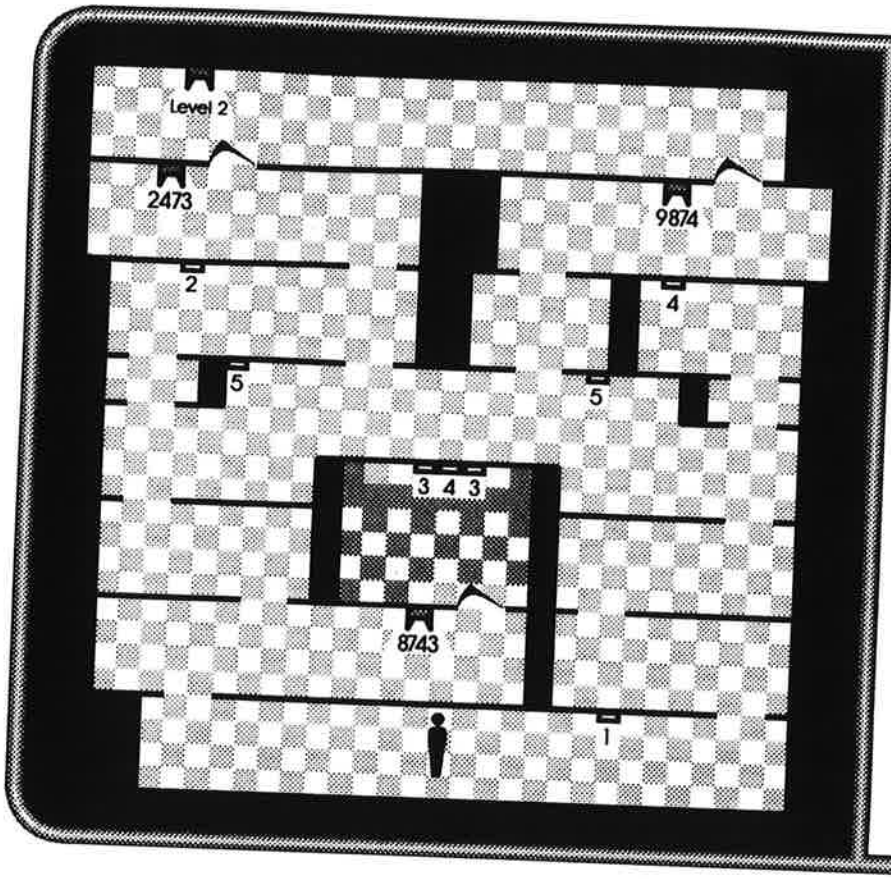
Secret Level -- ZERO: Secret Vault
1. -- TSLA: Down In The Dirt
2. -- UEPT: Logan's Run
3. -- MTFQ: Blocks and Bombs
4. -- IRTR: Wren's Nest
5. -- ZCXP: Out With A Bang
6. -- DPRX: Tanya's Tangram
7. -- OIGT: Monster Go Boom
8. -- YHYR: Dan's Deadly Maze
9. -- VYHK: Rocky Horror
   * Bonus Level #1 -- KQVW: Deja View
10. -- ITCU: It Grows On You
11. -- QCFK: Easy Trip of Doom
12. -- BXNG: Rock and Roll
13. -- MOXA: Bombs A 'Plenty
14. -- IDWJ: Catacombs
15. -- RFVC: Red Herring
16. -- GHSI: Behind The Lines
17. -- SKHU: Impervections
18. -- TRFN: Blasting Zone
    * Bonus Level #2 -- QATR: No Time To Think
19. -- LQRE: A Wrinkle In Time
20. -- AURV: Bolder Dash
21. -- TYGU: Mud Wrestling
22. -- FUIX: Buried Alive
23. -- QFXV: Crystal "Mines"
24. -- XVXU: Can't Touch This
25. -- KYPO: Felony Arson
26. -- HBTR: Sandbox Bullies
27. -- SFEB: Stake Your Claim
    * Bonus Level #3 -- DBFQ: Bonanza!
28. -- HXRE: Dry Vein
29. -- TRVJ: Quiver
30. -- FQCS: Boulder Mania
31. -- ZOIH: Pipe Hype
32. -- LHJV: Stuck In The Mud
33. -- GVYU: Rat Race
34. -- EMTV: Split Infinity
    * Bonus Level #4 -- LEJM: Nimbus
35. -- OHXY: Switch Swatch
36. -- GSTB: Minefield
37. -- UXRC: Chimney Sweep
38. -- PWYH: What A Blast!
39. -- XQCE: Hardrock Headache
    * Bonus Level #5 -- ODJY: Monty Hall
40. -- PNGU: Nuke Zone
41. -- DZDI: Down Is Up
42. -- PIPH: Lucky Number
43. -- PKAV: Of Gravity...

44. -- TBUM: Shape Up
45. -- CXRI: Gravity Wise
46. -- QIPZ: Slime Pit
47. -- HBJP: Candlestick
48. -- NXKU: Bouncing Boulders
    * Bonus Level #7 -- SKLR: Ping Pong
49. -- IGPY: Cloudbuster
50. -- INUK: Whirlwind
51. -- LHPD: Block Mania
52. -- NEBX: I Get Around
    * Bonus Level #8 -- JPGR: Twist and Shout
53. -- JVNL: Hot Pursuit
54. -- CAQS: Runny Stocking
55. -- KEHL: Cakewalk
56. -- EMSE: The Sewers
57. -- ZLAE: Crystal Factory
58. -- MSXV: Drop A Rock
59. -- JXTD: Magic Mirror
60. -- SOVS: Cache
61. -- GHGV: Rock Concert
62. -- QVOZ: Crystal Tomb
63. -- ZCEL: Make My Maze
64. -- COYH: Pardon Me
65. -- HJHT: Take Control
66. -- DONQ: Castle Mania
    * Bonus Level #12 -- NMXS: Lava Slide
67. -- VBHF: Rad Drops
68. -- JSMJ: Crystal Cannon
69. -- HTRA: Tick Tock
70. -- WBHD: Crossroads
71. -- MVJX: Rain Dance
72. -- ANZI: Jungle Gem
73. -- EDLA: Zero Gravity
74. -- PCMN: Boulder Exchange
75. -- YJKJ: Monster Maze
76. -- RAIQ: Which Way?
77. -- ZRWH: Mud Boggin'
78. -- ECMO: Safe Cracker
79. -- AOTP: The Howling
80. -- SVWK: Trail-N-Error
81. -- VRBD: Squeeze Play
82. -- SVYA: Jailhouse Rock
83. -- KRFH: Dodge Ball
84. -- CNQR: Sidewinder
85. -- VNXR: Ghost Of A Chance
86. -- CWQU: Plumber's Helper
87. -- YXFJ: Change Machine
88. -- SRDW: Triple Threat
89. -- PDSQ: Out Of Order
90. -- QKOA: Robo Rooter
91. -- CKLQ: Riddle Me This
92. -- KHBA: Cheque It Out
93. -- MZKM: Joel's Conniption
94. -- DYDO: Saturn V

95. -- IDIC: To Boldly Go...
96. -- WVOM: Who Knows (?)
97. -- NJCU: Pipe Dream
98. -- WUQR: Volcano Vacation
99. -- BSZB: Pipeline Puzzle
100. -- RERF: Asylum
    * Bonus Level #19 -- WIFC: Way Out
101. -- WNON: Slime Jar
102. -- IVLC: Around The World
103. -- PJOL: Crystal Trap
104. -- RGEI: Central Square
105. -- WCEF: Down The Drain
106. -- DSGY: Creature Comforts
107. -- PHUF: Swamp Things
108. -- NCDS: Gravity Ball
109. -- KOMZ: Herringbone
110. -- LFXQ: Water Closet
111. -- WAET: Xenophobe Zoo
    * Bonus Level #21 -- TMCB: Menagerie
112. -- YJNV: Conveyor Belt
113. -- TAUJ: Mutation
114. -- IMOZ: Towering Inferno
115. -- NBFD: Take Your Pick
116. -- ZAPR: Shopping Spree
117. -- BXFT: Elevator Muzak
118. -- GEFA: Kaleidoscope
119. -- QIKD: Gemnastics
120. -- GMWJ: Death Zone
121. -- MKIH: Don't Be Greedy
122. -- ULEL: Multi-Abuser
123. -- KBDW: Bombs Away
124. -- QEFP: Sound and Fury
125. -- SFJX: Make'em Yourself
126. -- LQXW: The Four Seasons
127. -- INMQ: Lobotomy
128. -- NMAD: Hell and Back
129. -- RHEM: Pipe Organ
130. -- YHVR: Newton's Nightmare
131. -- FSHF: Jailbreak
132. -- EIKJ: Quantum Quarry
133. -- CQCR: Running on MT
134. -- AIYA: Haunted House
135. -- SXOE: Arrow Phlegm
136. -- EKDR: Bohemian Rhapsody
137. -- DRVY: Lift Lackeys
138. -- RGUM: Spacin' Vaders
    * Bonus Level #27 -- OSNY: Shoot The Moon
139. -- FEDC: Avalanche!
140. -- PRKL: Evil Twins
141. -- ONKO: Leftright
142. -- QXPL: Meltdown
143. -- JRXP: Girls Best Friend
144. -- PADJ: Phaze Shift
145. -- KGLI: Spiral of Doom

146. -- FDXR: Mousetrap
147. -- BLKS: Zen
148. -- TJGB: Freeze Frame
149. -- QKBT: Checkmate
150. -- AUEC: Terminus

** LIST CREATED BY: KALE SWINDELL 1992.



Level 1

Legend

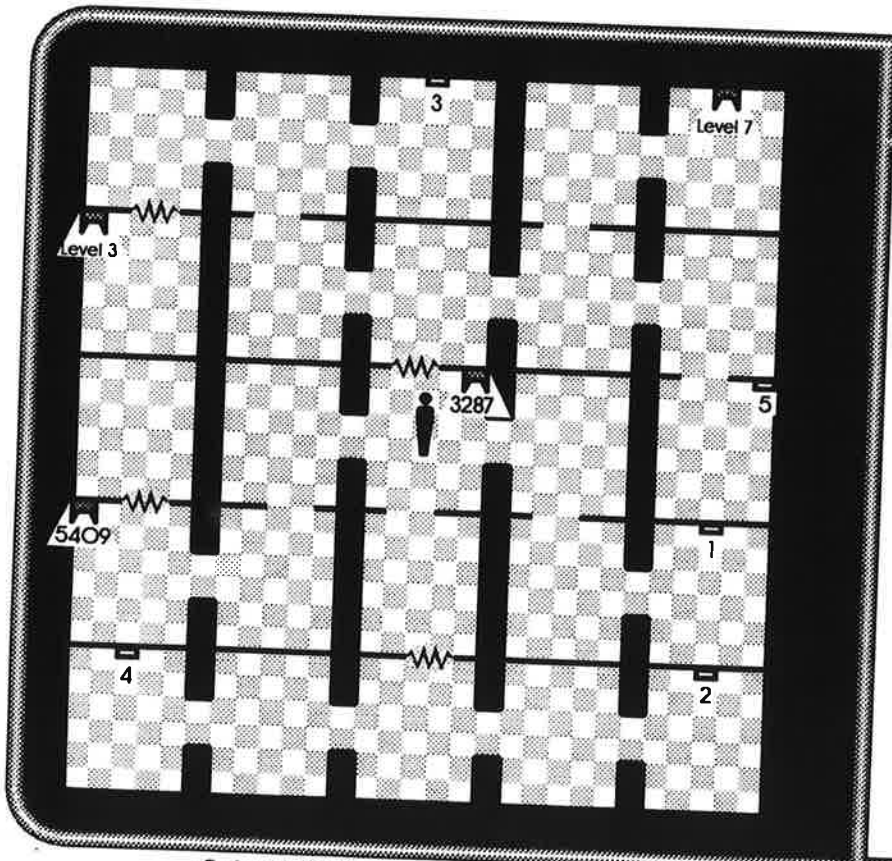
- Door
- Gun Case
- Electrified Floor
- Computer Terminal

Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Walkers



Level 2

Legend

- Laser Door
- Gun Case
- Computer Terminal

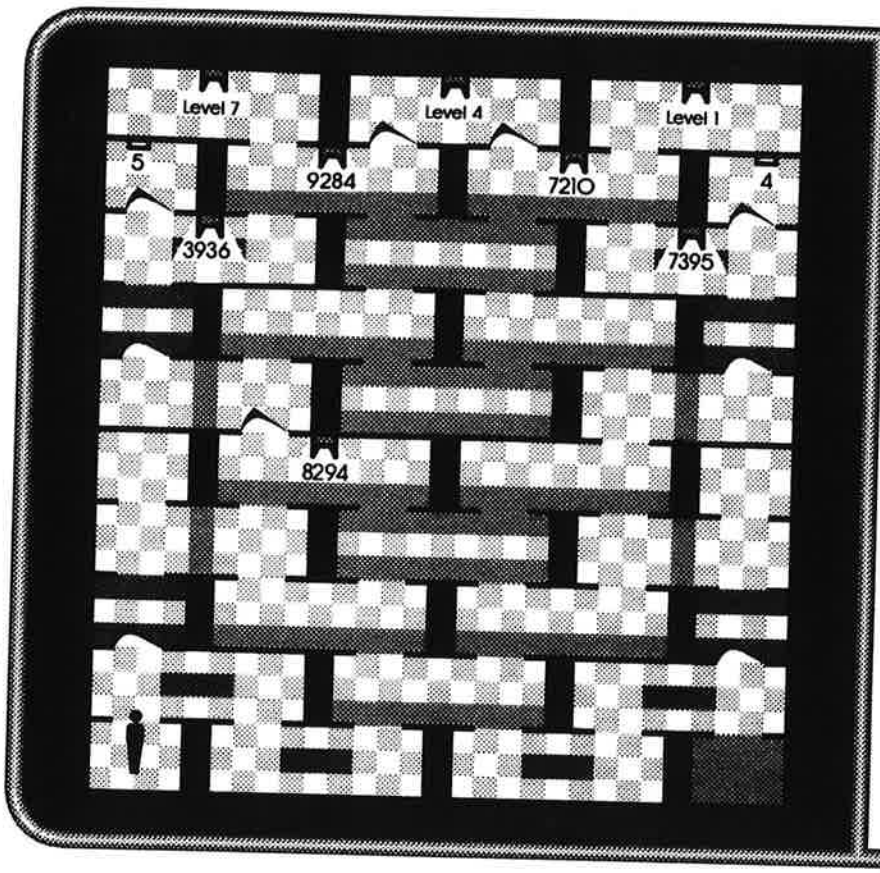
Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Virus

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell



Level 3

Legend

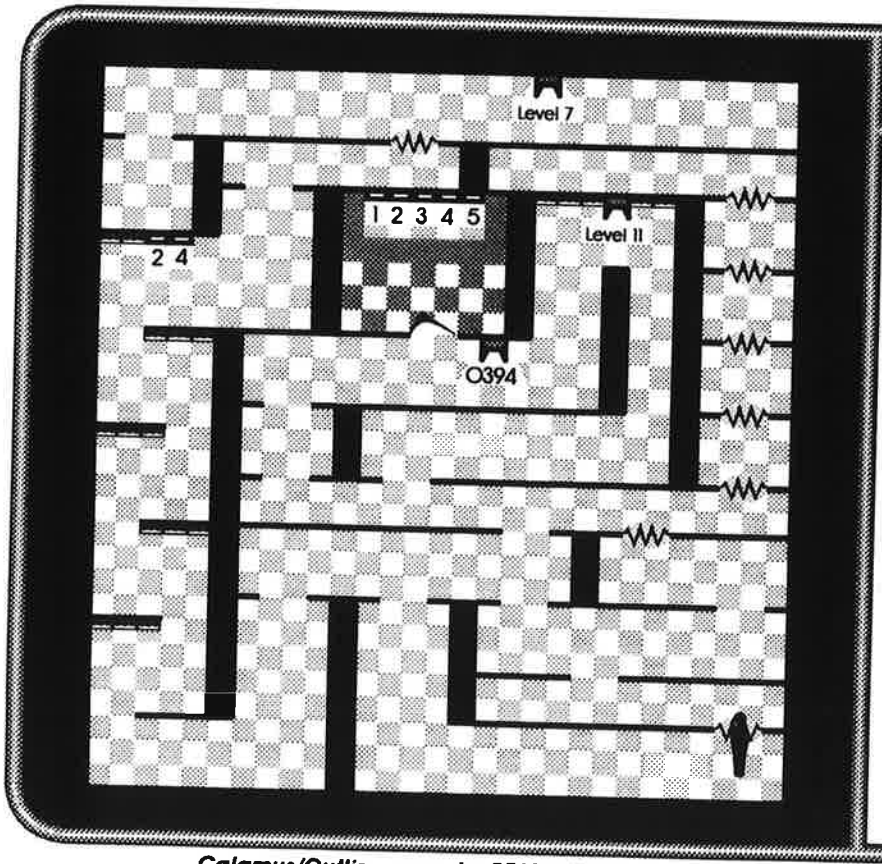
- Door
- Gun Case
- Electrified Floor
- Computer Terminal
- Slide Floor

Weapons

4. Plasma Gun
5. Emp Disrupter

Creatures

1. Walkers
2. Mines



Level 4

Legend

- Laser Door
- Gun Case
- Computer Terminal
- Electrified Floor
- Wall Cannons

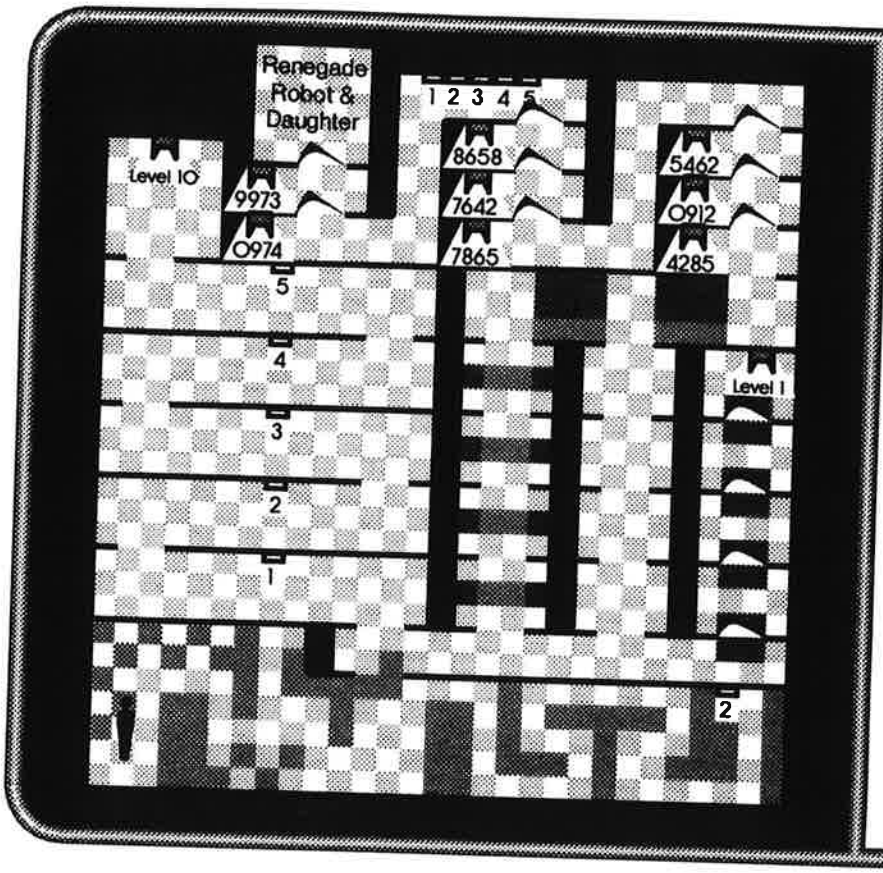
Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Walkers

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell



Level 5

Legend

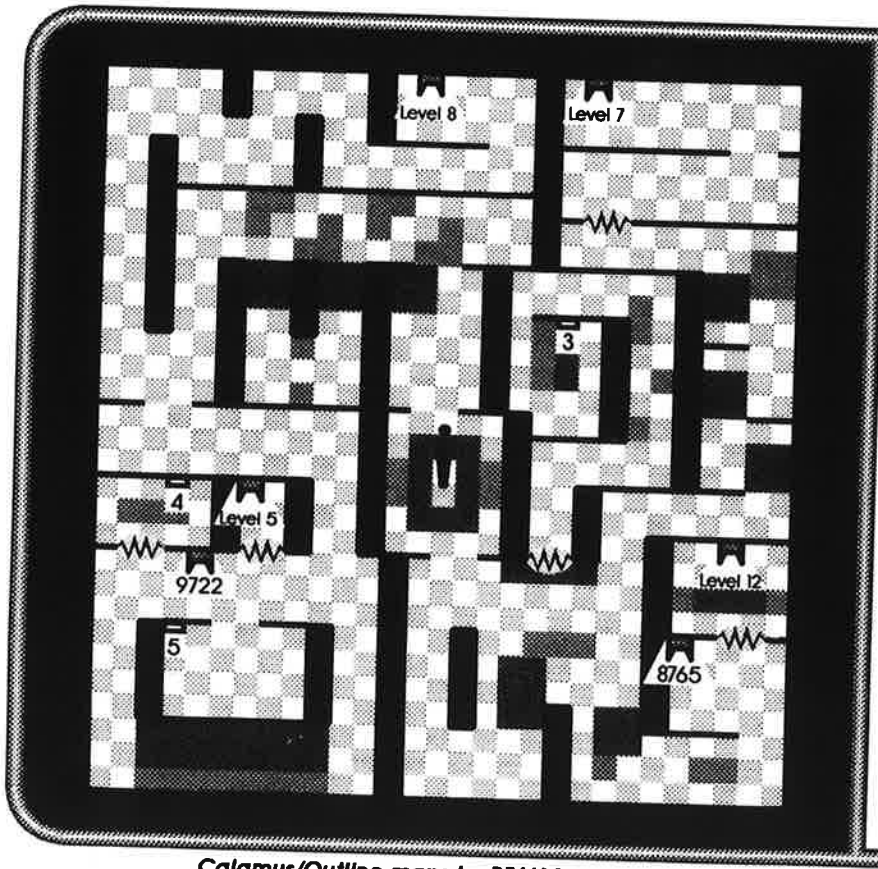
- Door
- Gun Case
- Electrified Floor
- Computer Terminal
- Slide Floor

Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Mines
2. Stingray



Level 6

Legend

- Laser Door
- Gun Case
- Computer Terminal
- Electrified Floor
- Slide Floor

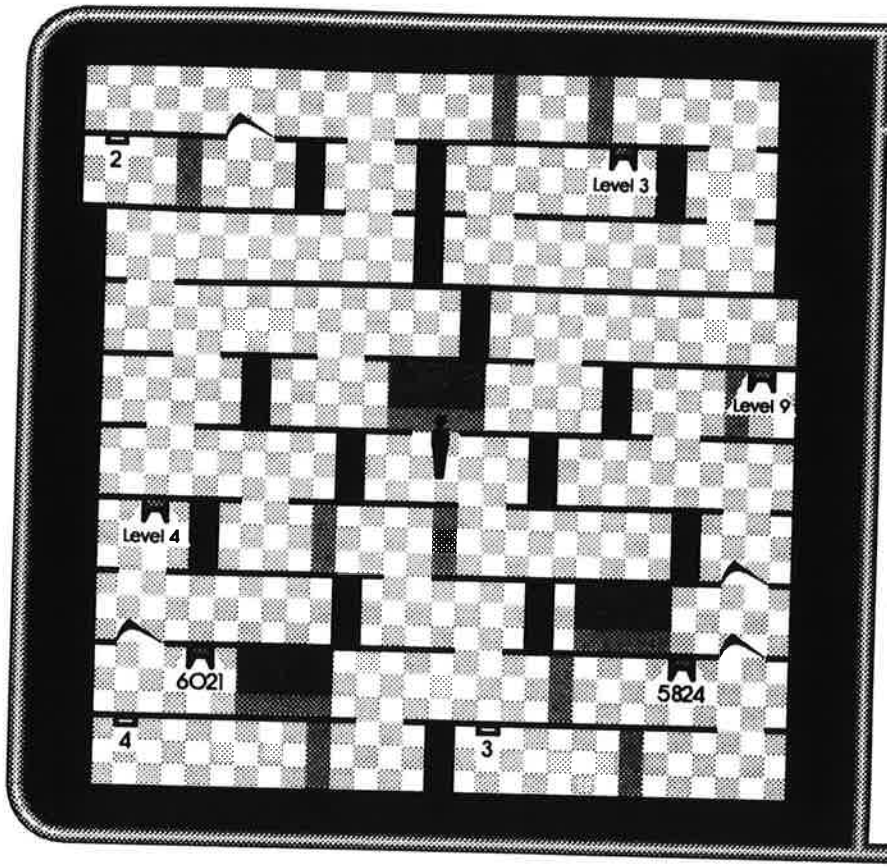
Weapons

3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Walkers

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell



Level 7

Legend

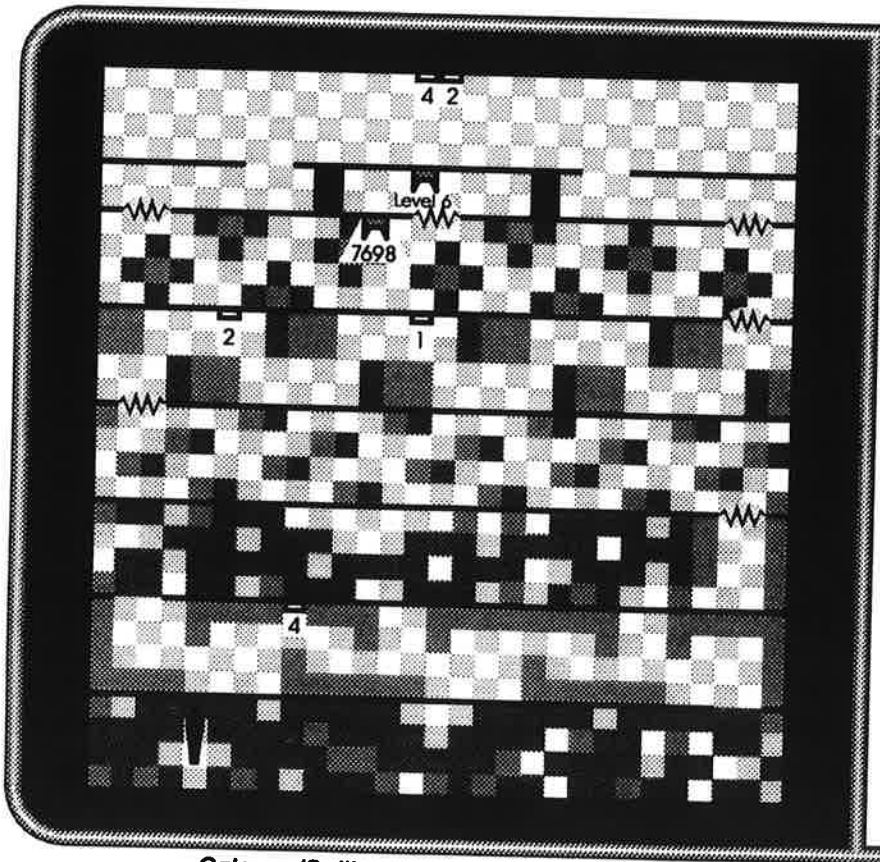
- Door
- Gun Case
- Electrified Floor
- Computer Terminal
- Slide Floor

Weapons

2. Twin Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Pythons



Level 8

Legend

- Laser Door
- Gun Case
- Computer Terminal
- Electrified Floor
- Slide Floor

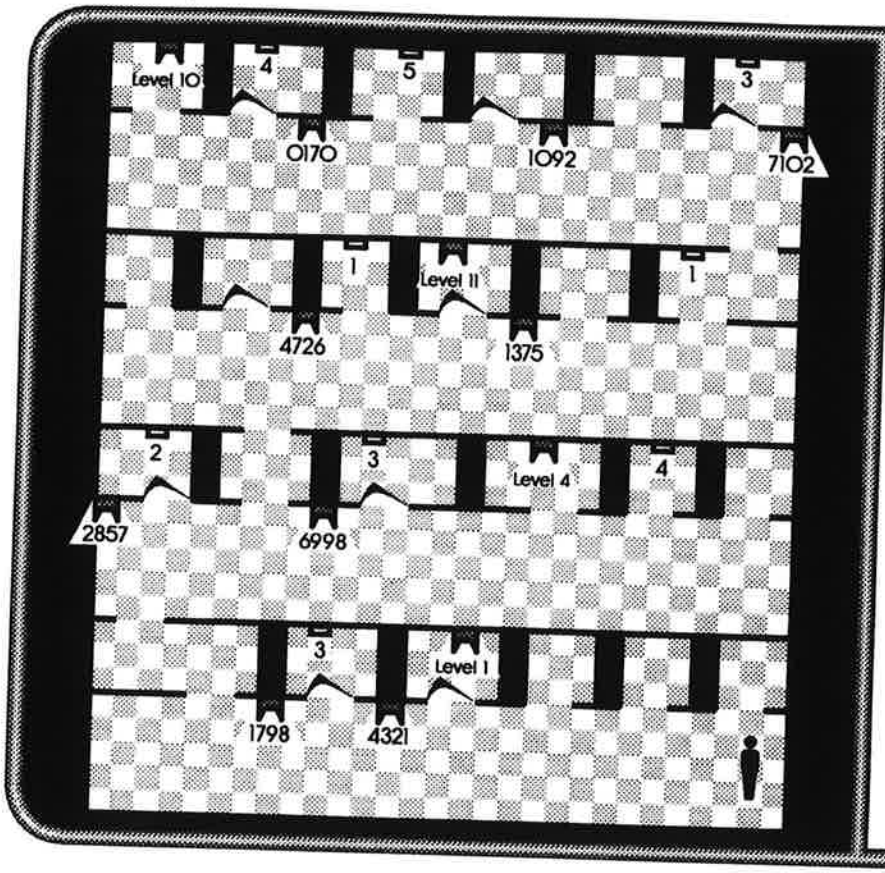
Weapons

1. Laser
2. Twin Laser
4. Plasma Gun

Creatures

1. Walkers

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell



Level 9

Legend

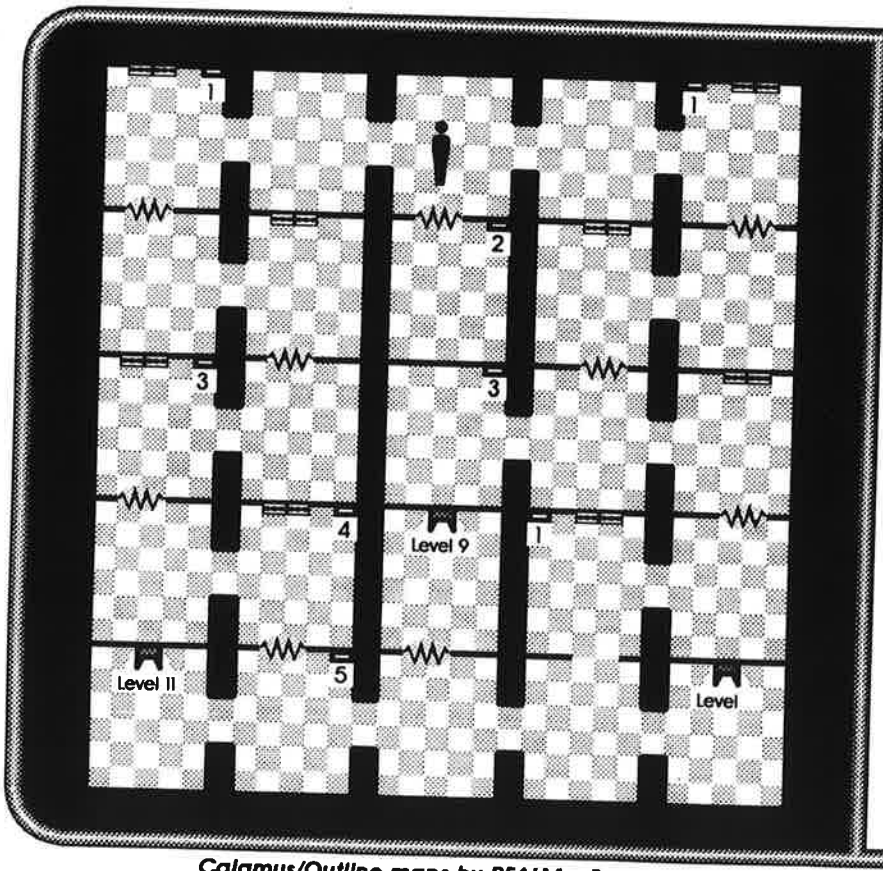
- Door
- Gun Case
- Computer Terminal

Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Mines
2. Virus



Level 10

Legend

- Laser Door
- Gun Case
- Computer Terminal
- Wall Cannons

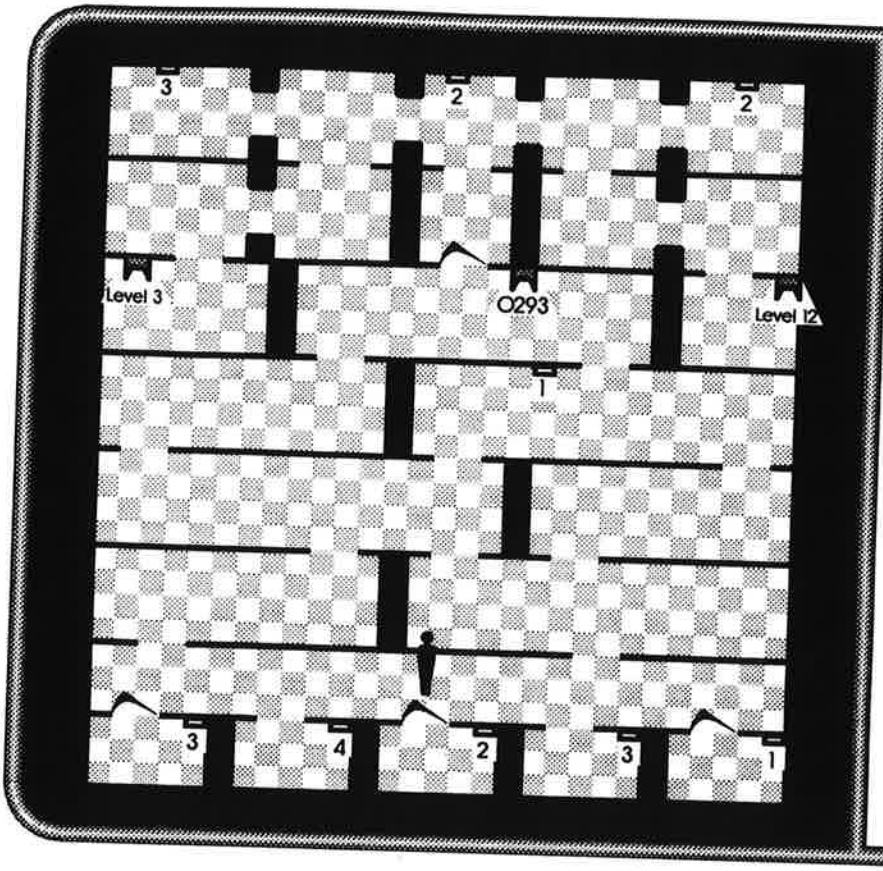
Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Walkers

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell



Level 11

Legend

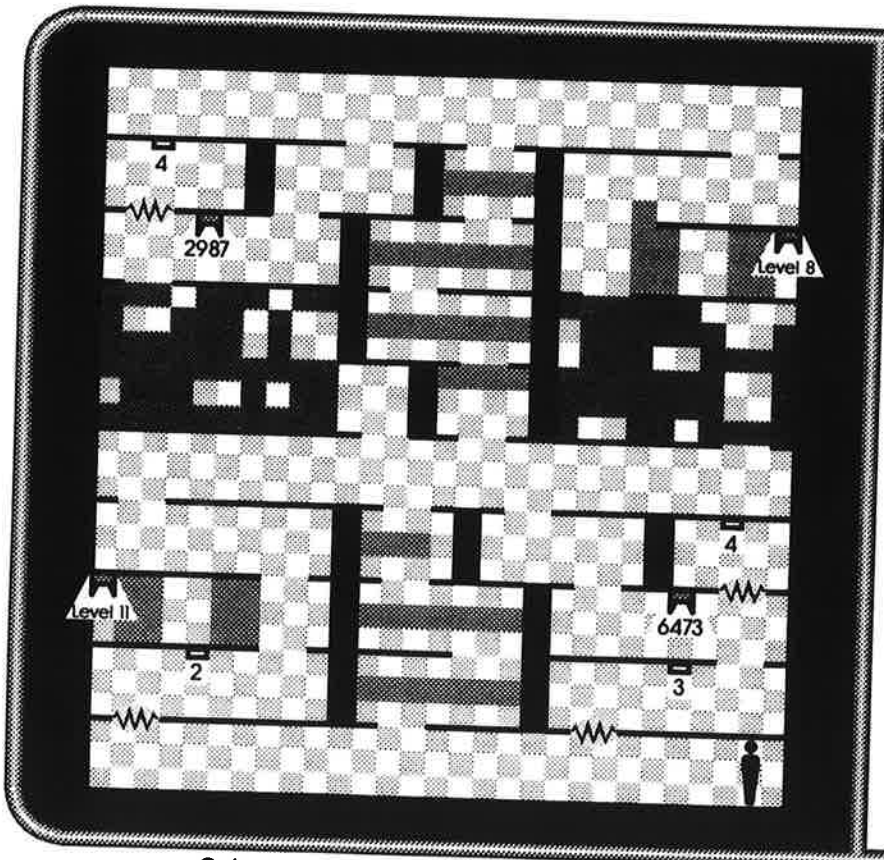
- Door
- Gun Case
- Computer Terminal

Weapons

1. Laser
2. Twin Laser
3. Tri Laser
4. Plasma Gun
5. Emp Disrupter

Creatures

1. Stringray
2. Virus



Level 12

Legend

- Laser Door
- Gun Case
- Computer Terminal
- Electrified Floor
- Slide Floor

Weapons

2. Twin Laser
3. Tri Laser
4. Plasma Gun

Creatures

1. Mines
2. Walkers

Calamus/Outline maps by REALM • Based on original maps by Kale Swindell

ELECTROCOP ™
MESSAGES AND HEADLINES

When your character dies, this headline appears in the Galaxy newspaper:

MYSTERIOUS BLUE POWDER FOUND IN OLD MEGACORP PRESEARCH FACILITY

Upon reaching the ending room on Level 5, you have three types of endings to choose from. First, you could shoot the rogue robot. If you do this, the Galaxy headline will read as follows:

ELECTROCOP RESCUES THE PRESIDENTS DAUGHTER. THE REASON FOR HER KIDNAPPING REMAINS UNKNOWN.

Second, you could shoot the President's daughter. If you choose this route, the Megacorp building will explode and this Galaxy headline appears:

OLD MEGACORP RESEARCH FACILITY MYSTERIOUSLY BLOWS UP

Third, you could just walk into the room and face the robot. If this is your choice, this message and headline will appear:

YOU ARE ASTOUNDED, YOUR ENEMY LOOKS EXACTLY LIKE YOU. YOUR PROGRAMMING URGES YOU TO KILL, BUT YOU CANNOT. WHAT'S GOING ON?

"I KNEW YOU WOULD NOT KILL ME," HE SAYS. "INSTEAD, YOU WILL HELP ME FIGHT THE REAL EVIL, MEGACORP.

HE SAYS, "HERE'S MEGACORP'S MEGA-SECRET: THEY AREN'T SATISFIED WITH BEING THE WORLD'S LARGEST COMPANY. THEY WANT TO RULE THE ENTIRE WORLD. THEY ARE BUILDING AN ARMY OF ELECTRO-CLONES, A SUPER-RACE OF POLITICIANS AND POLICE WHO WILL DO MEGACORP'S BIDDING. THEIR OBJECTIVE: WORLD DOMINATION AND TYRANNY.

"ALREADY THEY HAVE INFILTRATED MUCH OF OUR SOCIETY. WHEN THE PRESIDENT'S DAUGHTER LEARNED THE AWFUL TRUTH, SHE HAD TO FLEE FOR HER LIFE. SHE FOUND ME AND WE CAME HERE TO GET THE EVIDENCE NEEDED TO FOIL THEIR PLANS. MEGACORP IS DESPERATE TO STOP US. THEY DON'T CARE WHO DIES. THEY SET BOMBS TO DESTROY THIS BUILDING AFTER ONE HOUR. IF YOU DIDN'T STOP US IN TIME, THEN YOU TOO WOULD BE DESTROYED.

"BUT YOU DIDN'T STOP US. YOU COULDN'T KILL ME. DO YOU KNOW WHY? IT'S BECAUSE YOU ARE MY OWN BROTHER.

"WE ARE BOTH CLONES CREATED BY MEGACORP, BUT WE ARE REJECTS BECAUSE WE BELIEVE IN JUSTICE AND FREEDOM, WHICH ARE ANATHEMA TO MEGACORP. NOW, MY BROTHER, TOGETHER WE WILL BRING DOWN THE MIGHTY MEGACORP." TO BE CONTINUED...

Galaxy Headline: ELECTROCOP REVEALS MEGACORP PLOT TO TAKE OVER THE WORLD. MEGACORP OFFICIALS NOWHERE TO BE FOUND.

HIDDEN LEVEL SELECT

Now you can pick any level of your choice to start on with these simple instructions. When the game starts and you hear the opening music, turn the music off by pressing PAUSE and OPTION 2. After that, press the A button to go to the scrolling Electrocop story. Now, press PAUSE twice, then push up and to the left on the joy pad, while pressing down the A & B buttons. If the sequence is correct, the words LEVEL 1 will appear on a blank screen. To choose levels, push up or down on the joy pad.

** LIST CREATED BY: KALE SWINDELL 1991.

GATES OF ZENDOCON ™
CODES & DESCRIPTIONS

Codes	Description
1. BASE.....	Bubble Eyes, Flying Saucers & Large Missles (2 warps)
2. ZYBX.....	Fire Stars (3 warps)
3. XRXS.....	Growing Crystals (S.D.,1 warp)
4. ANEX.....	Cloud Beings (2 warps)
5. NEAT.....	Computer Blocks 1 (1 warp)
6. YARR.....	Waving Stalks & Radar Eyes (C.D.,1warp)
7. EYES.....	Double Eye Swarms (2 warps)
8. NYXX.....	Green Blobs, Double Eyes & Spinners (1 warp)
9. ZYRB.....	Insects & Spike Molds (1 warp)
10. SRYX.....	Meteors & Mono Eyes (1 warp)
11. BARE.....	Red Dragon (2 warps)
12. STAX.....	Maze 1 with Walkers & Fire Stars (1 warp)
13. SZZZ.....	Whirlies & Shooting Mines (C.D.,1 warp)
14. RAZE.....	Long Missiles & Flying Saucers (4 warps)
15. TRYX.....	Artillery Parade 1 (2 warps)
16. STYX.....	Water Drops & Meteors (1 warp)
17. YARB.....	Jellyfish, Double Eyes, Suckers, Whirlies & Pod Plants (1 warp)
18. BREX.....	City 1 (D.A.,3 warps)
19. SEBB.....	Flying Discs & Multiplying Eye Groups (D.A.,1 warp)
20. SNEX.....	Artillery Parade 2 with Walkers & Large Missiles (1 warp)
21. ZAXX.....	Canyon with Pink Blobs, Whirlies & Bubble Eyes (1 warp)
22. BROT.....	Multiplying Eye Groups & Growing Crystals (S.D.,1 warp)
23. STOB.....	Maze 2 with Fire Stars & Compressors (1 warp)
24. XTNT.....	Waving Stalks, Radar Eyes, Whirlies, Spinners & Pod Plants (1 warp)
25. BOTZ.....	Giant Flying Robots, Long Missiles & Flying Saucers (1 warp)
26. SNAX.....	Blue Dragons (2 warps)
27. TRAX.....	Artillery Parade 4 with Flying Saucers (1 warp)
28. ZEBA.....	Spinners, Double Eyes, Green Blobs, Suckers & Bubble Chains (C.D.,1 warp)
29. ROXY.....	Meteors (1 warp)
30. NEXA.....	Computer Blocks 3 with Artillery & Large Missiles (2 warps)
31. NEST.....	Boulder Spitting, Sucking Anemones & Double Eyes (1 warp)
32. EBYX.....	Artillery Parade 5 (C.D.,1 warp)
33. ZEST.....	Ice Canyon & Platforms with Bubble Eyes, Long Missiles, Gun Towers, Flying Saucers & Heli-lizards with bazookas (C.D.,1 warp)
34. ZORT.....	City 3 with Space Craft (3 warps)
35. ROXX.....	Meteors, Fire Flies & Cloud Beings (1 warp)
36. NERB.....	Green Blobs, Suckers, Bubble Chains, Jellyfish & Blue Dragons (F.E.,1 warp)
37. TREY.....	Maze 3 with Long Missiles, Bubble Eyes, Walkers, Insects, Mono Eyes, Space Craft, Shooting Mines & Static Clouds (1 warp)
38. STAB.....	Destroyed Cities with Bubble Eyes, Long Missiles, Whirlies, Insects, Gun Towers, Shooting Mines & Mini Cannons (2 warps)
39. SSSS.....	Blue Dragons (1 warp)
40. RATT.....	Boulder Spitting, Sucking Anemones & Waving Stalks (1 warp)
41. NYET.....	Ice Platforms with Radar Eyes & Flying Saucers (1 warp)

42. BRAN.....Heli-lizards with Bazookas, Walkers & Space Station with Aliens (1 warp)

---

43. XRAY.....Static Clouds, Fire Stars & Shooting Mines (C.D.,1 warp)

---

44. TERA.....Artillery Parade 3 with Insects (1 warp)
45. BYTE.....Crystal Canyon with Whirlies & Growing Crystals (S.D.,1 warp)
46. BETA.....Spinners, Fire Flies, Pod Plants & Suckers (2 warps)

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47. Secret Level: Battle the creators of the Gates of Zenodocon (C.D.,D.A.,F.E.,S.D.;1 warp)
To enter this level, go to Level 15 (TRYX). When it begins, turn on the shield and go through the bridge right in front of the first artillery car. If you make it through, position the ship under the bridge and keep it there until you pass the first pylon. Upon passing it, move the ship to the bottom of the screen immediately, until your past the stalactite. As soon as you pass it, move the ship back under the bridge and you will make it by the final pylon. If you succeed in clearing the obstacles, the warp will be there waiting.

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48. STAB.....Spike Molds & Green Blobs (F.E./1 warp)
49. BOXX.....Computer Blocks 2 (2 warps)
50. TENT.....Waving Stalks (C.D.,1 warp)

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51. NEAR.....3 Phase Level: (1) Double Eyes, Suckers & Growing Crystals (C.D.,F.E.,S.D.) / (2) Suckers / (3) Waving Stalks / (4) The Two Hearts of Zendocon (1 warp)
52. ZETA.....The gate protecting the Zendocon leader with Blackies, Laser Cannons, Spinners, Suckers & Mono Eyes
53. Battle with Zendocon Leader
54. Ending Screen

Abbreviations for Alien Weapons

1. C.D.....Cosmic Destroyer
2. D.A.....Death Arising
3. F.E.....Flying Eyeball
4. S.D.....Somic Dart

** LIST CREATED BY: KALE SWINDELL 1990.

GATES OF ZENDOCON ™
CODES & WARPS

1. BASE.....Warp 1 (ZYBX), Warp 2 (RAZE)
2. ZYBX.....Warp 1 (NYXX), Warp 3 (NEAT)
   Warp 1 (XRXS)
3. XRXS.....Warp 1 (ANEX) *S.D.*
4. ANEX.....Warp 1 (NEAT), Warp 2 (BARE)
5. NEAT.....Warp 1 (YARR)
6. YARR.....Warp 1 (EYES) *C.D.*
7. EYES.....Warp 1 (NYXX), Warp 2 (BARE)
8. NYXX.....Warp 1 (ZYRB)
9. ZYRB.....Warp 1 (SRYX) *F.E.*
10. SRYX.....Warp 1 (BARE)
11. BARE.....Warp 1 (STAX), Warp 2 (XRAY)
12. STAX.....Warp 1 (SZZZ)
13. SZZZ.....Warp 1 (RAZE) *C.D.*
14. RAZE.....Warp 1 (TRYX), Warp 2 (ROXX), Warp 4 (TERA)
    Warp 3 (TRAX)
15. TRYX.....Warp 1(STYX), Warp 2 (SECRET LEVEL)
16. STYX.....Warp 1 (YARB)
17. YARB.....Warp 1 (BREX)
18. BREX.....Warp 1 (ZEST), Warp 3 (STAB) *D.A.*
    Warp 2 (SEBB)
19. SEBB.....Warp 1 (SNEX) *D.A.*
20. SNEX.....Warp 1 (ZAXX)
21. ZAXX.....Warp 1 (BROT)
22. BROT.....Warp 1 (STOB) *S.D.*
23. STOB.....Warp 1 (XTNT)
24. XTNT.....Warp 1 (BOTZ)
25. BOTZ.....Warp 1(SNAX)
26. SNAX.....Warp 1 (ZETA), Warp 2 (NEAR)

---

27. TRAX.....Warp 1 (ZEBA)
28. ZEBA.....Warp 1 (TRYX), Warp 2 (ROXY) *F.E.*
29. ROXY.....Warp 1(NEXA)
30. NEXA.....Warp 1 (NEST), Warp 2 (BREX)
31. NEST.....Warp 1(EBYX)
32. EBYX.....Warp 1 (BREX) *C.D.*

---

33. ZEST.....Warp 1 (ZORT) *C.D.*
34. ZORT.....Warp 1 (STAB), Warp 2 (BRAN), Warp 3 (ROXX)
35. ROXX.....Warp 1 (NERB)
36. NERB.....Warp 1(TREY) *F.E.*
37. TREY.....Warp 1 (STAR) *S.D.*
38. STAR.....Warp 1 (BYTE), Warp 2 (SSSS)
39. SSSS.....Warp 1 (BREX)

---

40. RATT.....Warp 1(NYET)
41. NYET.....Warp 1 (BRAN)
42. BRAN.....Warp 1 (BROT)

43. XRAY.....Warp 1 (RATT) *C.D.*

44. TERA.....Warp 1 (BYTE)
45. BYTE.....Warp 1 (BETA) *S.D.*
46. BETA.....Warp 1 (TRAX), Warp 2 (NEST)

47. Secret Level:.....Warp 1 (NERB) *C.D.,D.A.,F.E. & S.D.*

48. STAB.....Warp 1 (BOXX) *F.E.*
49. BOXX.....Warp 1 (SEBB), Warp 2 (TENT)
50. TENT.....Warp 1 (BROT) *C.D.*

51. NEAR.....Warp 1(ZETA) *C.D.,F.E.,S.D.*
52. ZETA

Abbreviations for Alien Weapons

1. C.D.....Cosmic Destroyer
2. D.A.....Death Arising
3. F.E.....Flying Eyeball
4. S.D.....Sonic Dart

* LIST CREATED BY: KALE SWINDELL 1990.
** WARPS ARE SHOWN LIKE THEY APPEAR IN THE GAME.

Gauntlet: The Third Encounter Maps

GAUNTLET / THE THIRD ENCOUNTER ®
LEVELS & THEIR CREATURES

1. Scorpions! There's hundreds of them! Run away!
2. Ghosts! Spook City!
3. Ghosts, Scorpions & Monks, oh my!
4. Frogs! Oh, you've got them hopping mad now!
5. Beetles, Spiders, Ghosts, Scorpions & Frogs
6. Land Sharks, Rolling Boulders, Spiders, Beetles & Ghosts
7. Beetles! Their waiting for ya'!
8. Scorpions & Ghosts
9. Walking Cacti, Audrey II Plants & Slime Creatures
10. Spiders, Land Sharks & Rolling Boulders
11. Scorpions! You'll wish you never came this far!
12. Slime Creatures, Spiders, Ghosts, Land Sharks, Rolling Boulders, Falling Stalactites, Audrey II Plants & Frogs
13. Land Sharks by the pound!
14. Slime Creatures, Spiders, Frogs & Audrey II Plants
15. Spiders, Ghosts, Beetles & Scorpions
16. Ghosts, Spiders, Slime Creatures & Scorpions
17. Ghosts, Spiders, Scorpions, Land Sharks & Slime Creatures
18. Scorpions, Ghosts, Spiders, Audrey II Plants, Slime Creatures, Falling Stalactites, Monks & Land Sharks
19. Frogs, Ghosts, Scorpions & Spiders
20. Slimes, Frogs, Walking Cacti & Monks
21. Spiders! Oh god, all those legs!
22. Spiders, Rolling Boulders, Frogs, Beetles, Scorpions, Ghosts & Monks
23. Monks! Church was never like this!
24. Frogs, Spiders, Beetles & Monks
25. Ghosts, Land Sharks, Spiders, Rolling Boulders & Audrey II Plants
26. Slime Creatures, Walking Cacti, Beetles, Spiders, Frogs, Audrey II Plants & Land Sharks
27. Scorpions, Ghosts, Falling Stalactites, Audrey II Plants, Slime Creatures, Rolling Boulders & Land Sharks
28. Slime Creatures, Ghosts, Scorpions, Rolling Boulders, Land Sharks & Falling Stalactites
29. Audrey II Plants, Walking Cacti, Scorpions & Rolling Boulders
30. Rolling Boulders, Land Sharks, Slime Creatures & Scorpions
31. Ghosts & Slime Creatures
32. Slime Creatures Galore! What a mess!
33. Ghosts, Spiders, Scorpions & Frogs
34. Slime Creatures, Beetles & Audrey II Plants
35. Ghosts & Audrey II Plants
36. Ghosts, Spiders, Scorpions, Frogs & Stormtroopers
37. Stormtroopers! Darth Vader would be proud of these soldiers!
38. Scorpions, Giant Floating Beachballs, Destroyer Mines, Spiders & Stormtroopers
39. Stormtroopers, Destroyer Mines, Giant Floating Beachballs, Giant Floating Colored Blocks, Nodj's Dragonship & Monks by the dozens!
40. Audrey II Plants, Monks & Stormtroopers-A-la-Plenty!
41. Nodj flies away in his little personal aircraft. Bye! Bye!

** LIST CREATED BY: KALE SWINDELL 1991.

GAUNTLET: THE THIRD ENCOUNTER
MAP LEGEND

-- Starting Area

-- Solid Wall

-- Vanishing Wall

-- Warp Square

-- Computer Terminal

-- Creature Release Sensor

-- Audrey II Plant

-- Key

-- Pot of Gold

-- Apple (Red or Green)

-- Potion: Yellow [Invisibility or Super Speed]
Red [Speed]
Green [Increases Missile Strength]
Blue [Increases Strength]
Grey [Increases Life]
Brown [Decreases Life]

RV -- Revive Scroll
IN -- Invisibility Scroll
FR -- Farsee Scroll
SP -- Speed Scroll
PO -- Power Scroll
BL -- Blast Scroll
HE -- Healing Scroll
SH -- Shots Scroll
RP -- Repel Scroll

NOTE: The following maps are supposed to be upside-down due to a printing error by the maker of the maps.

** CREATED BY: KALE SWINDELL 1991/ 92.

1

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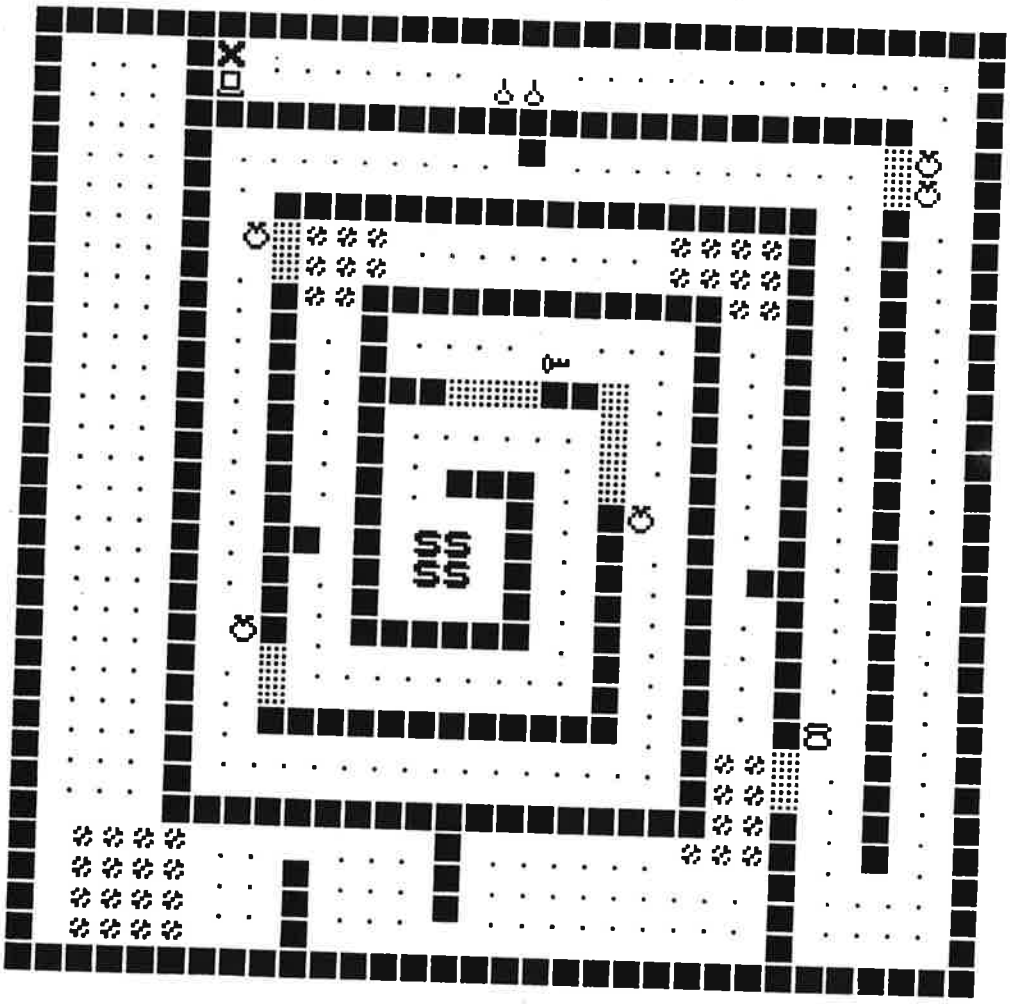

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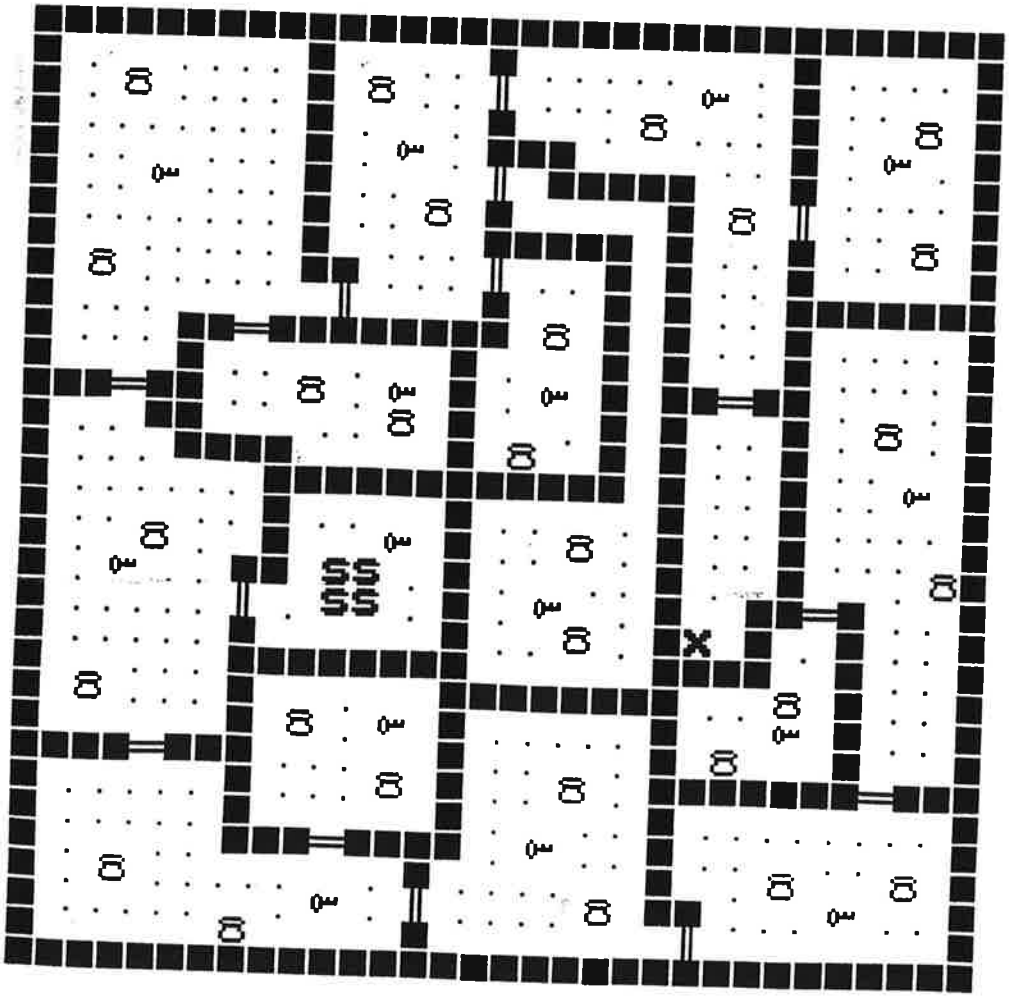

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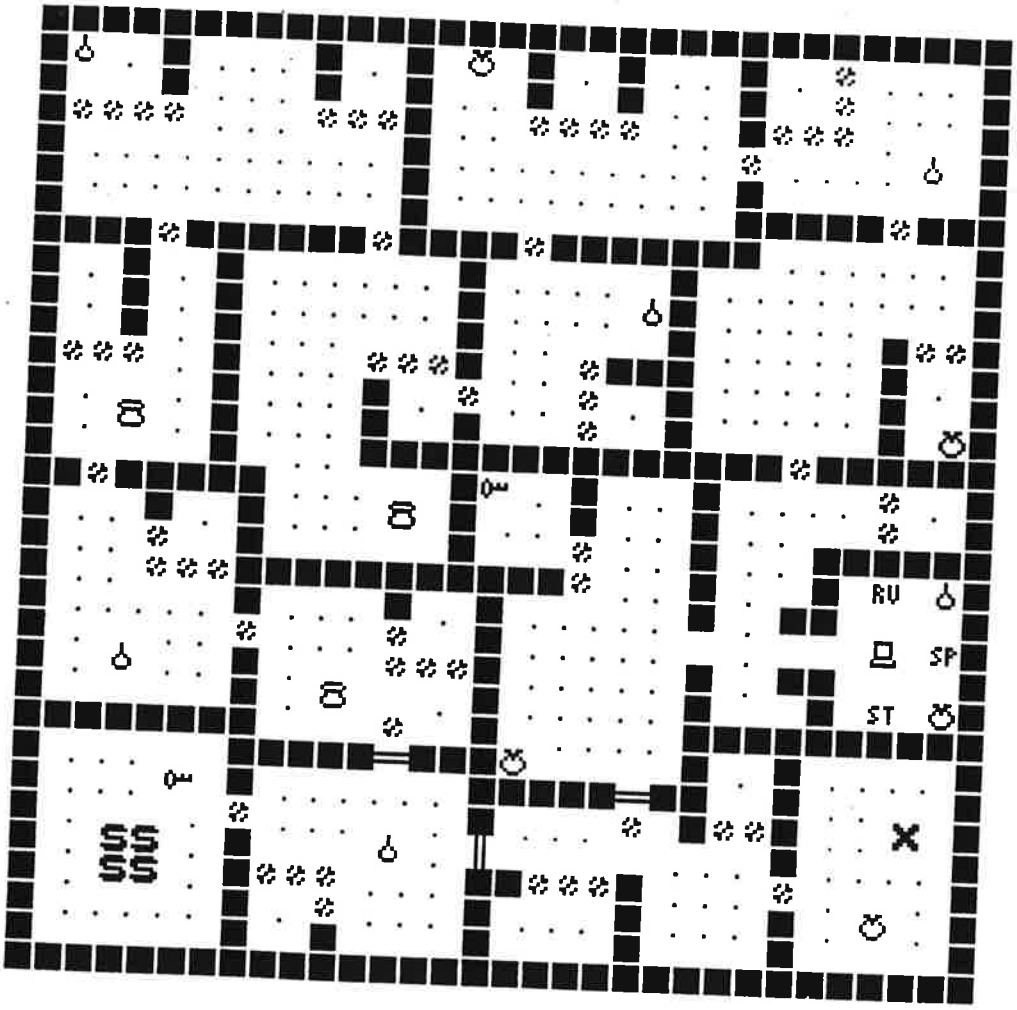

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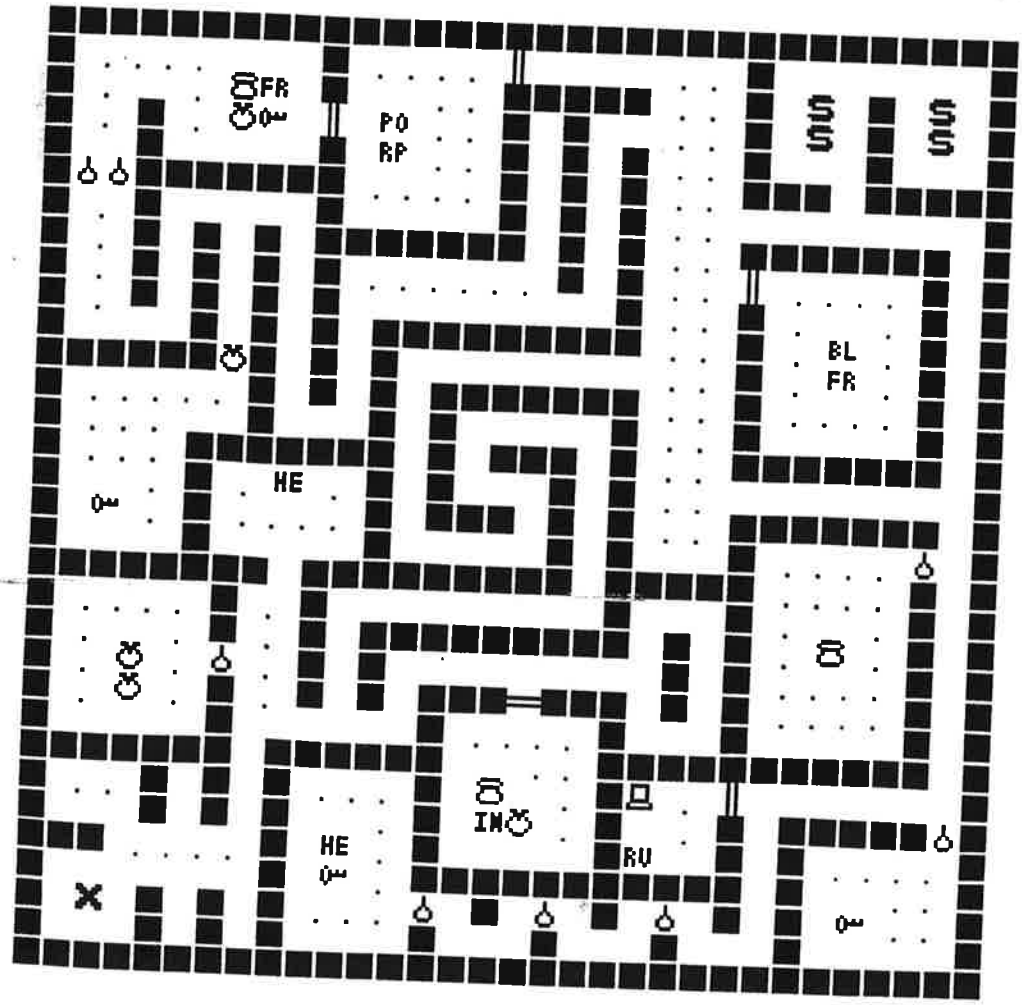

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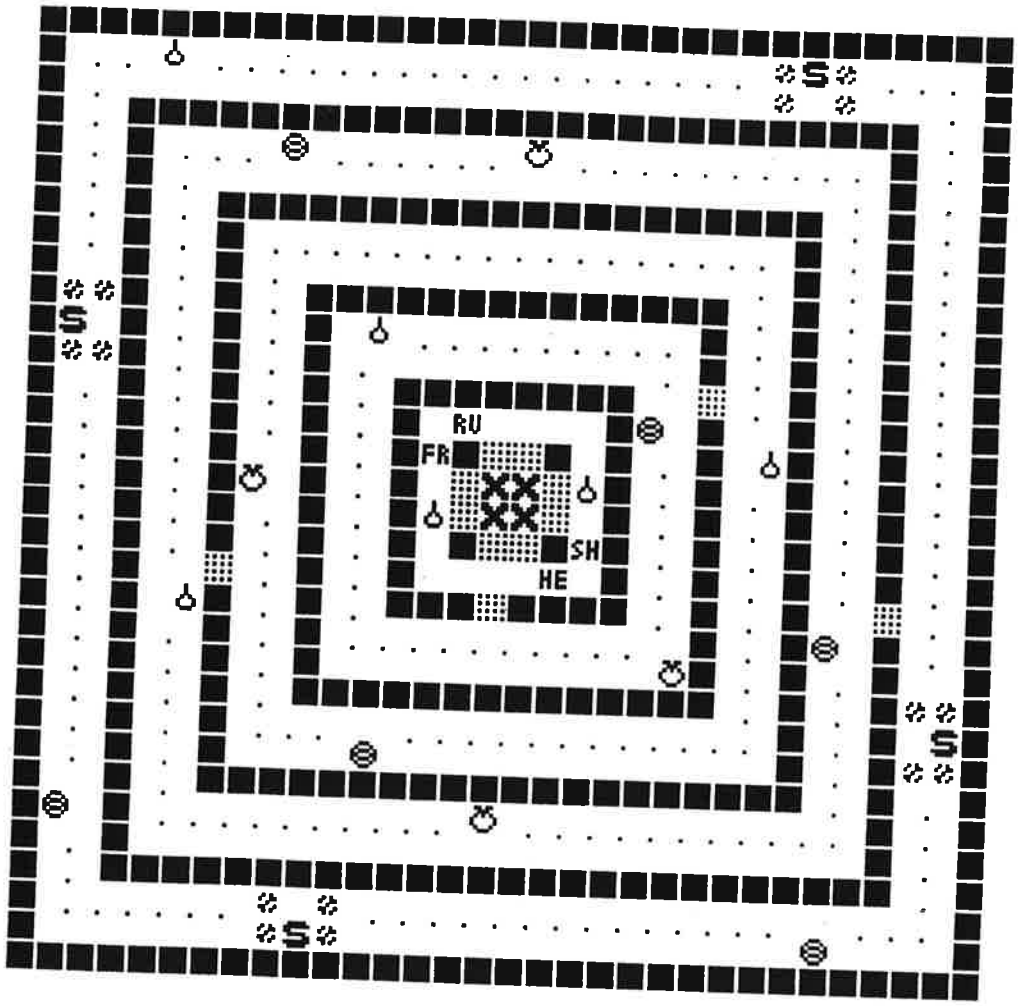

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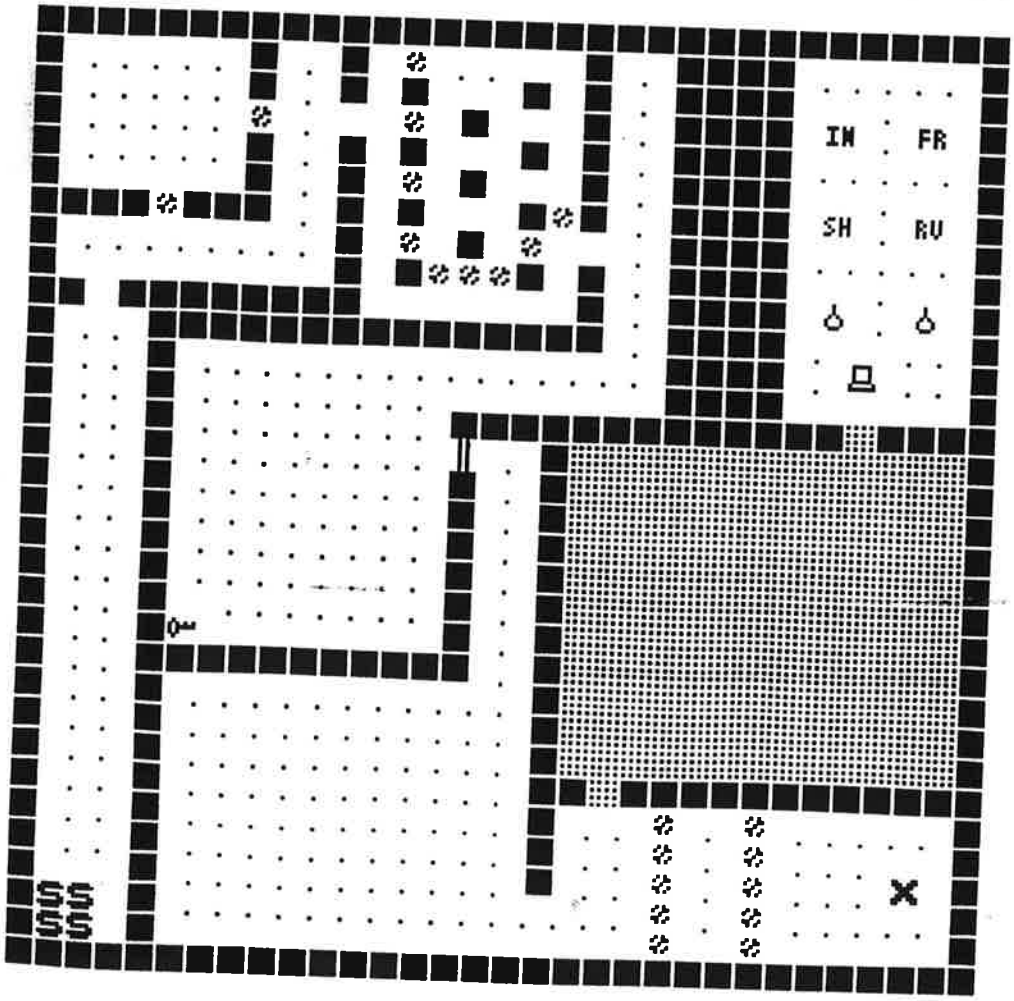

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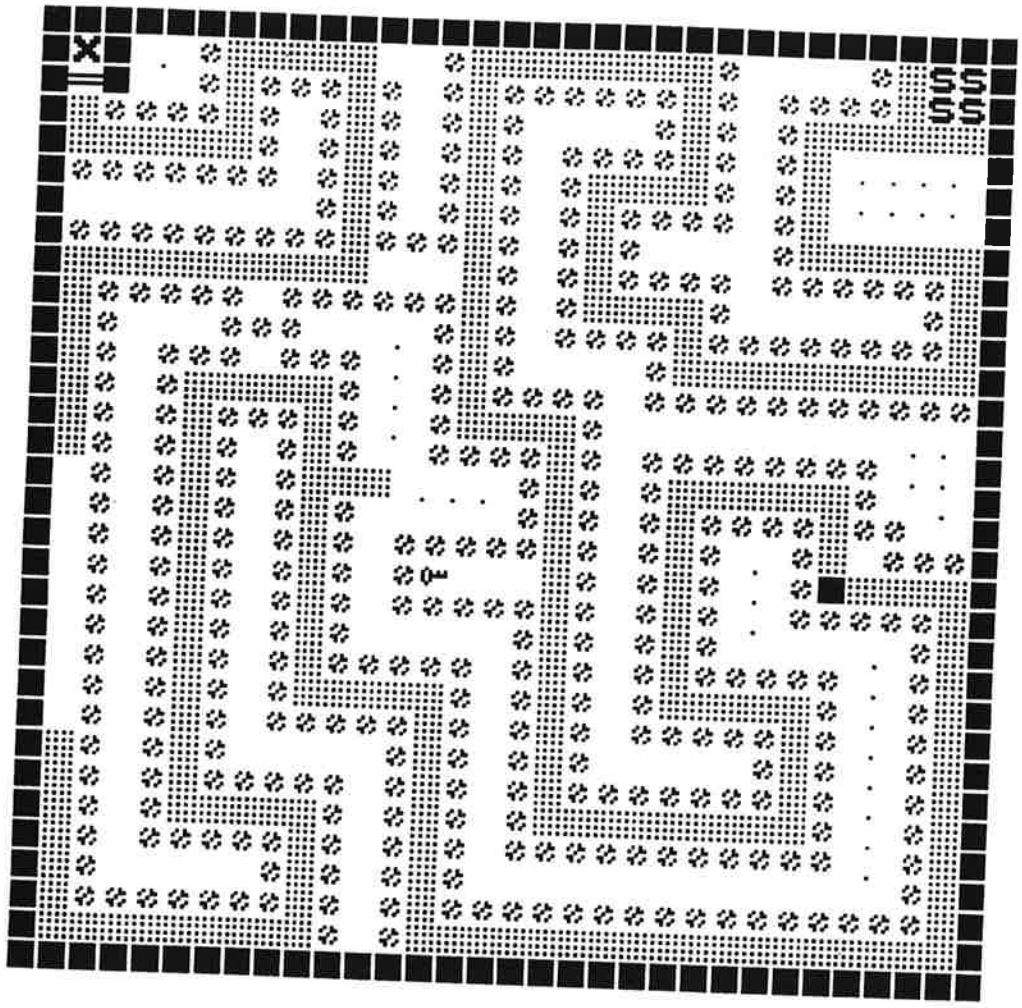

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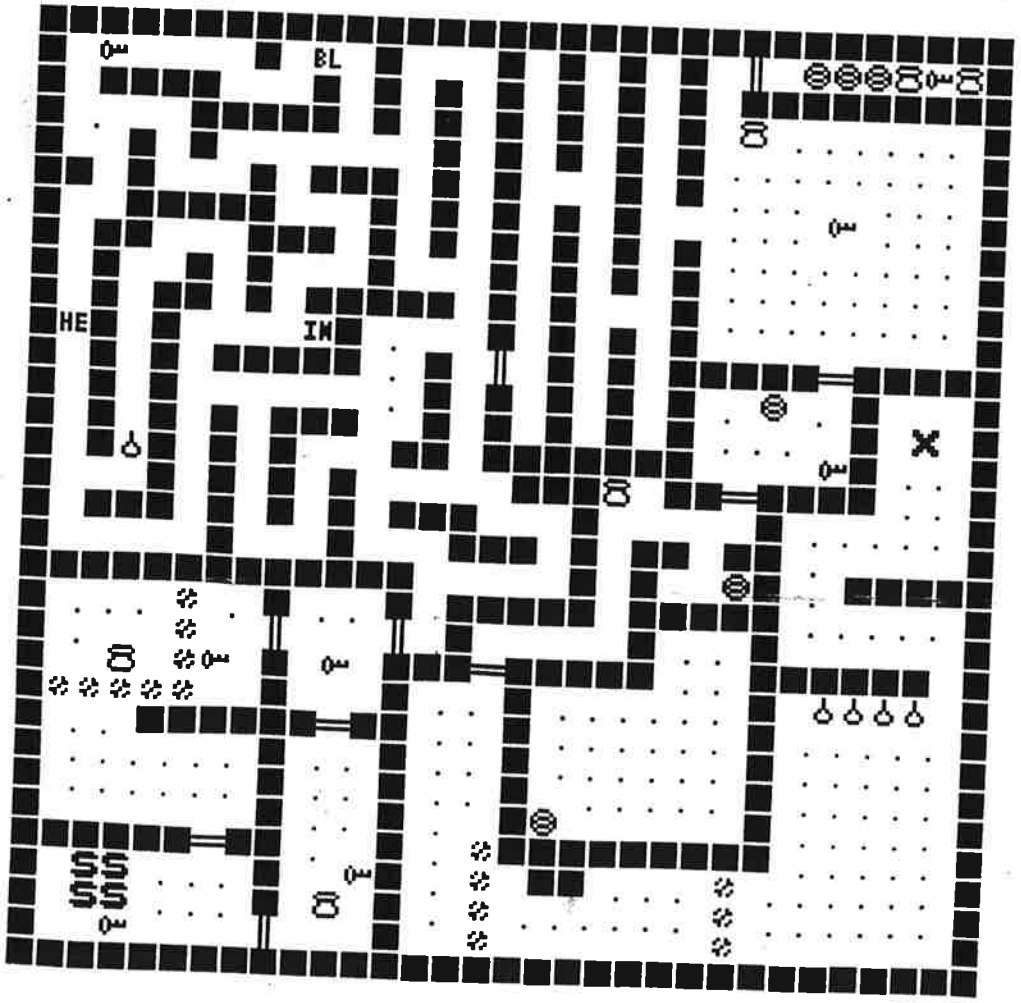

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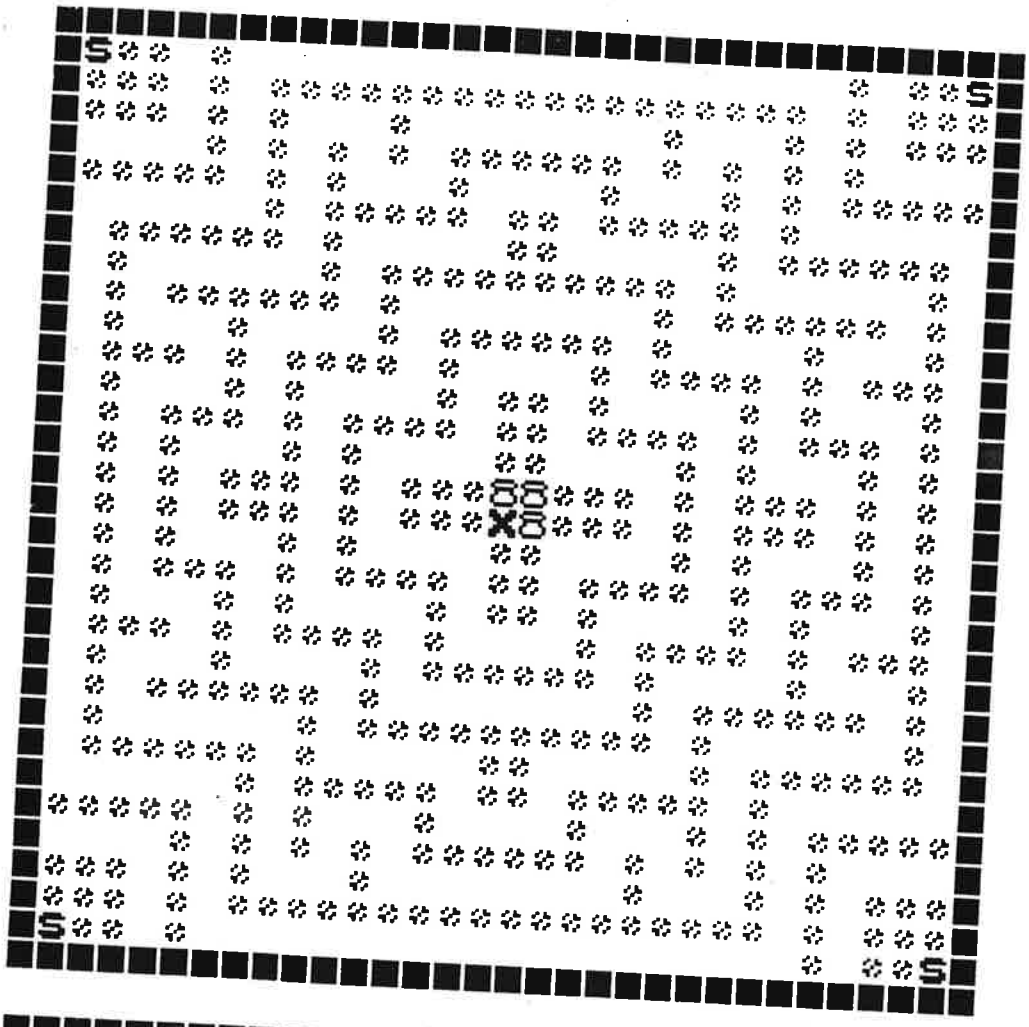

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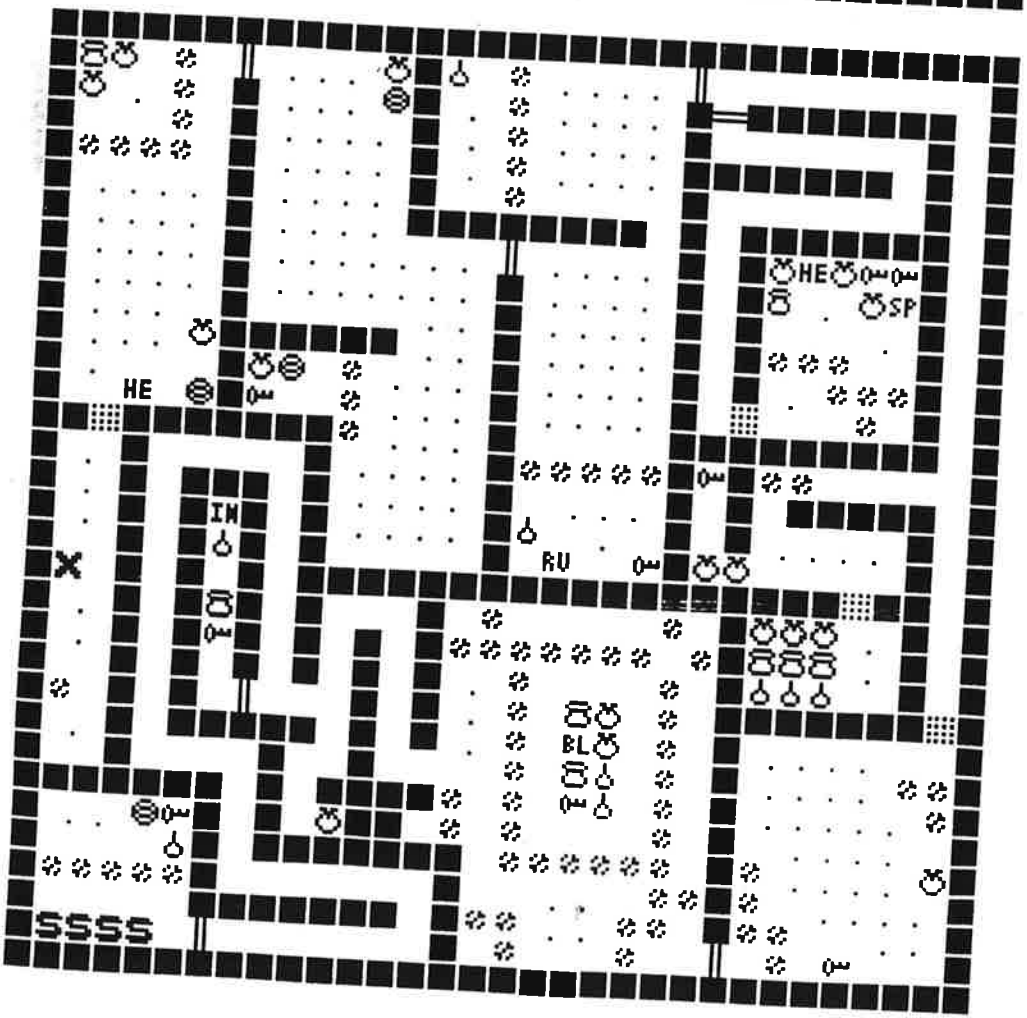

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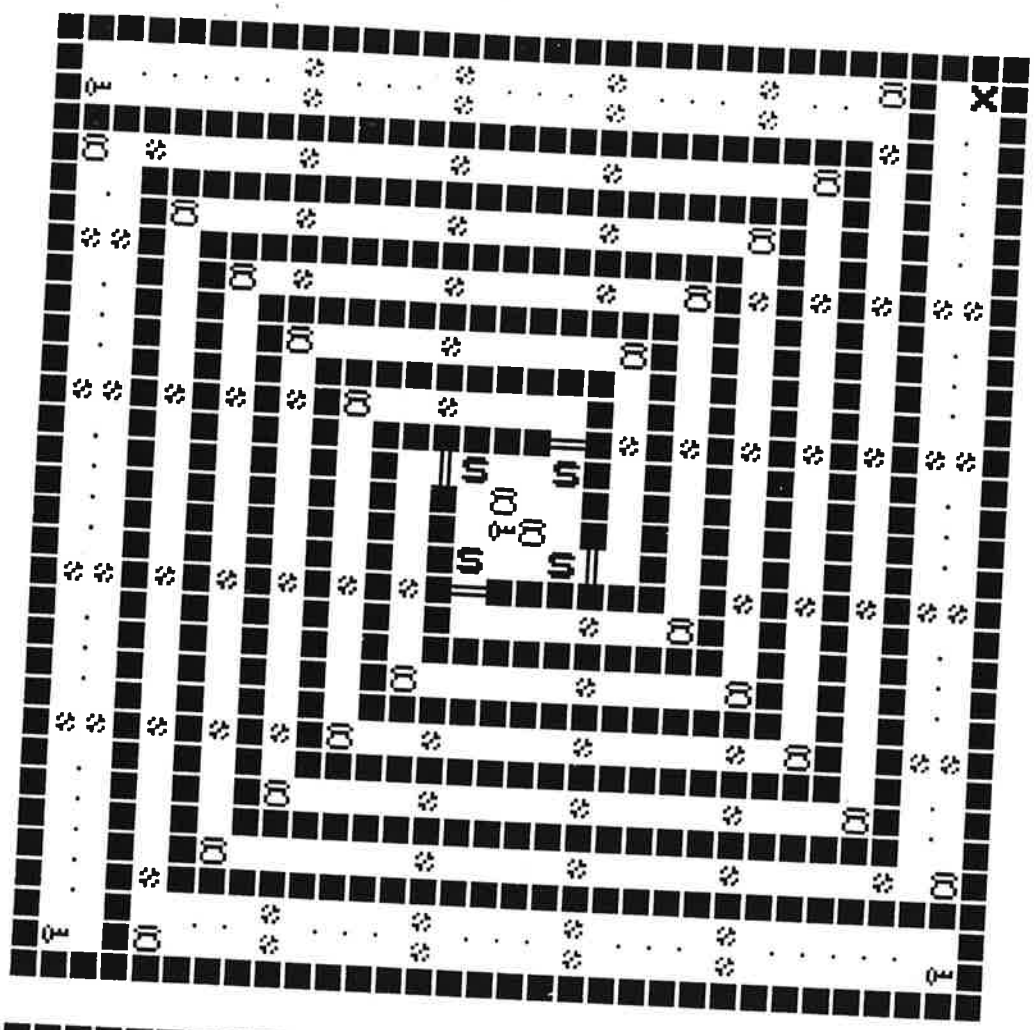

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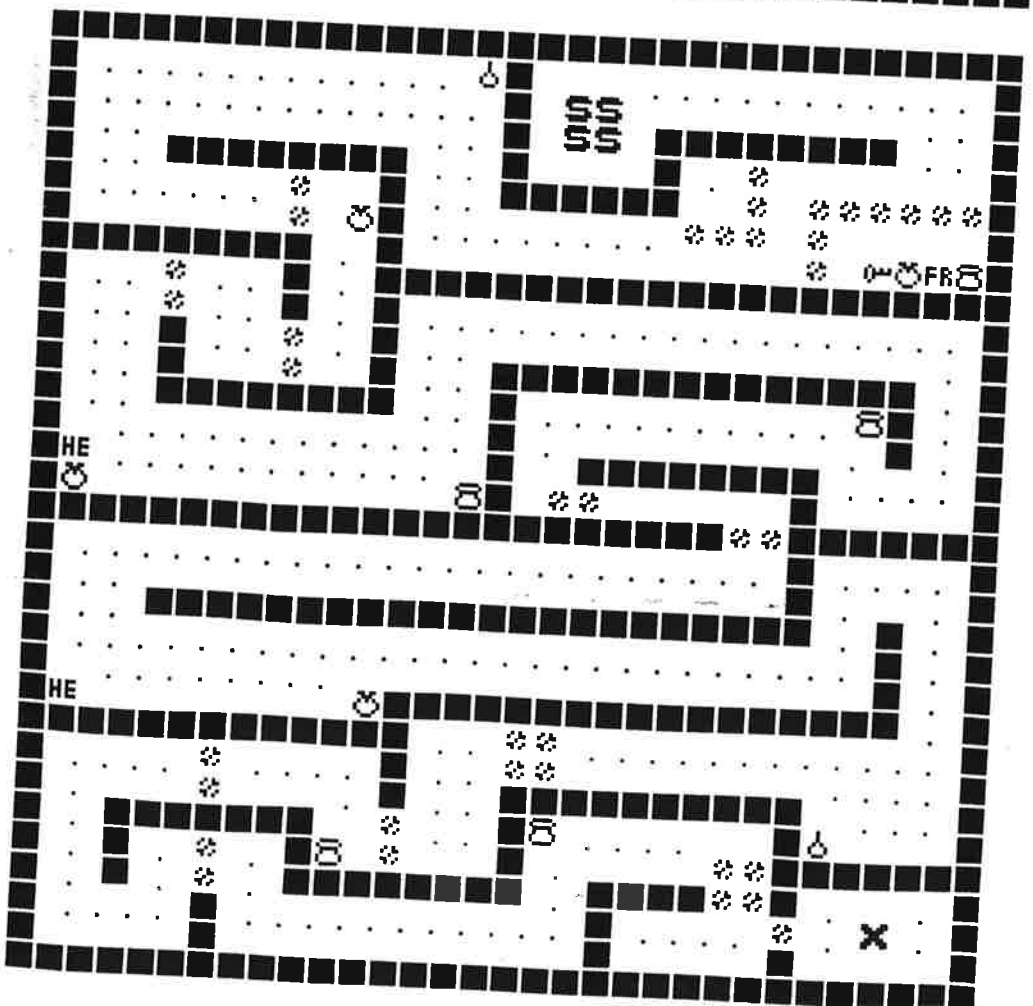

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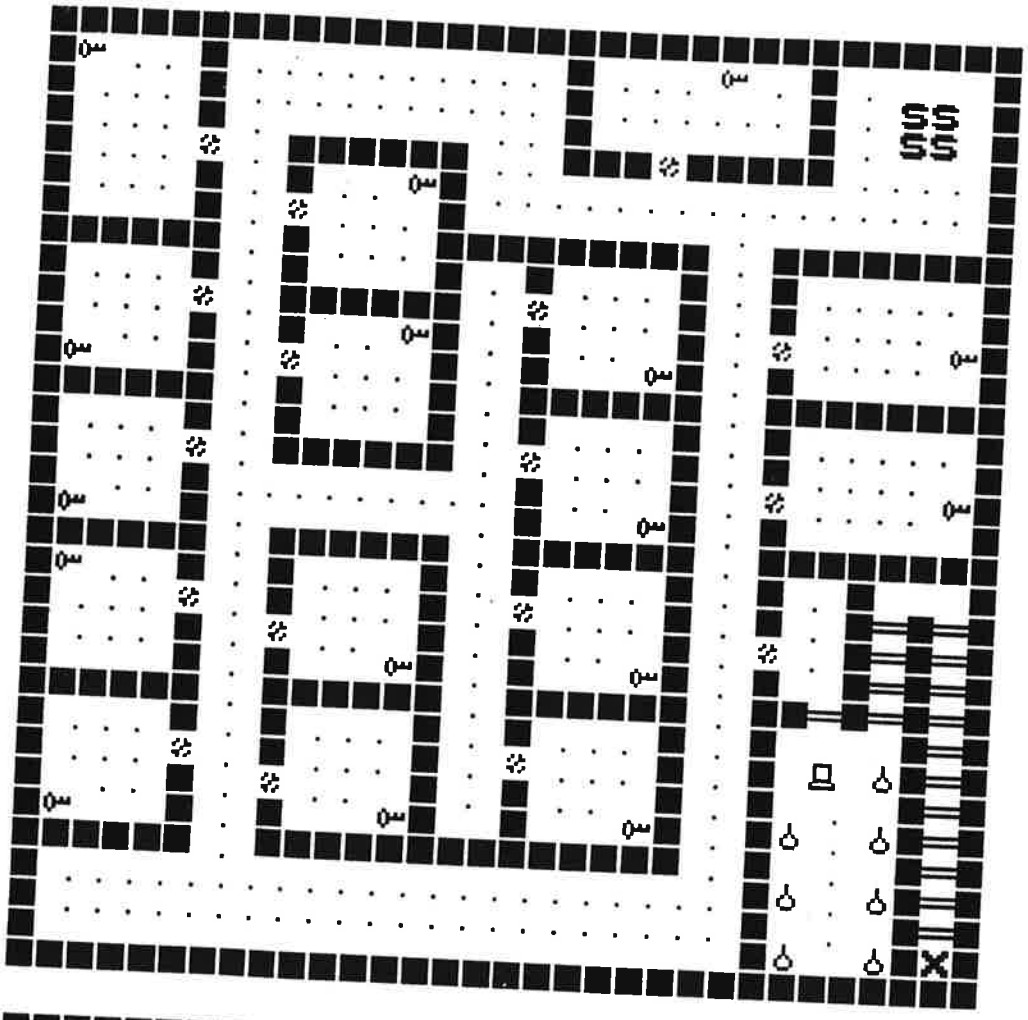

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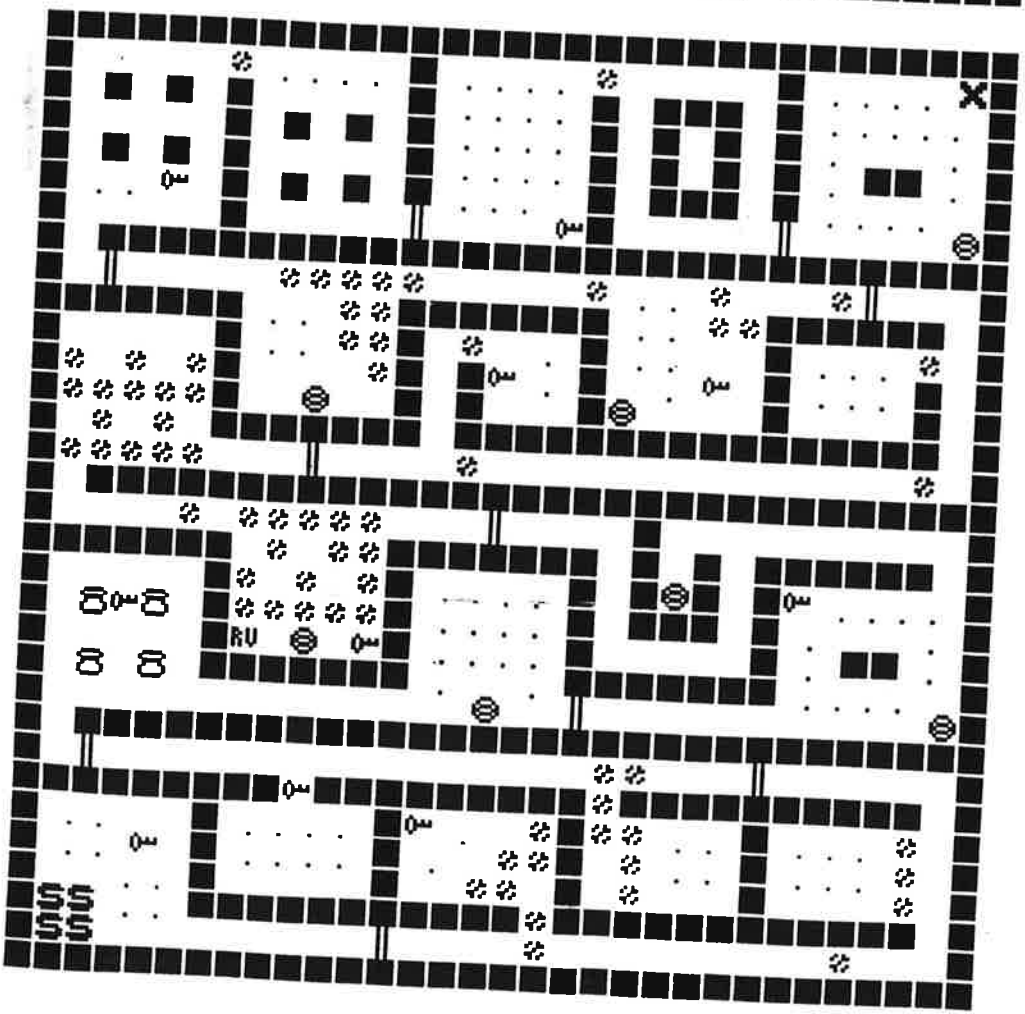

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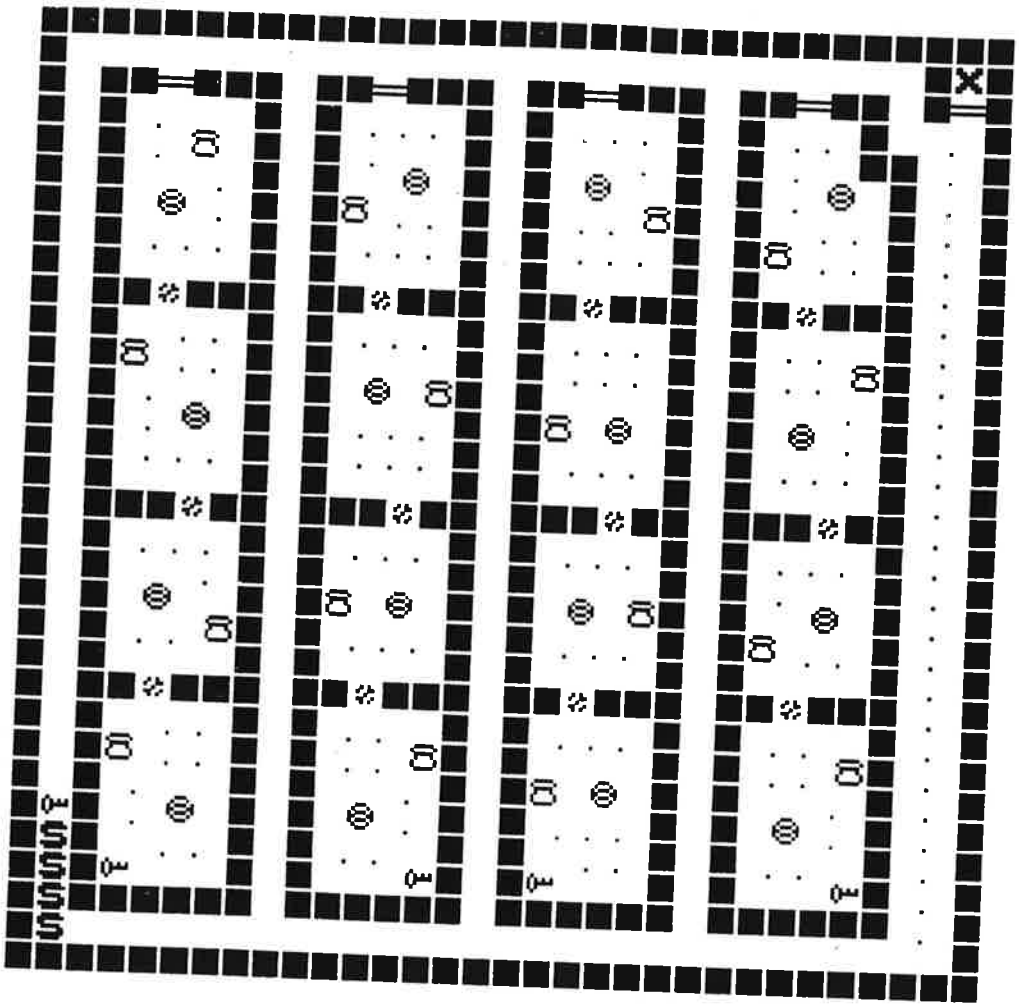

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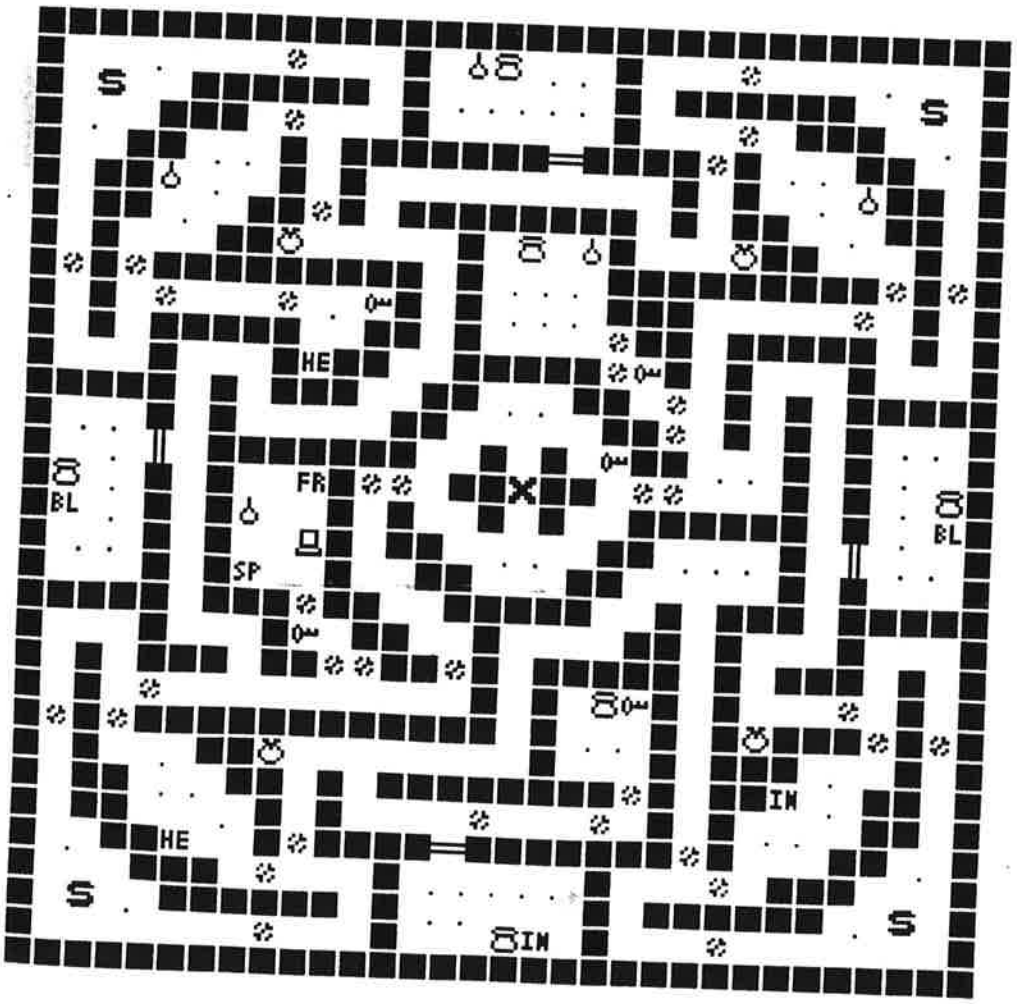

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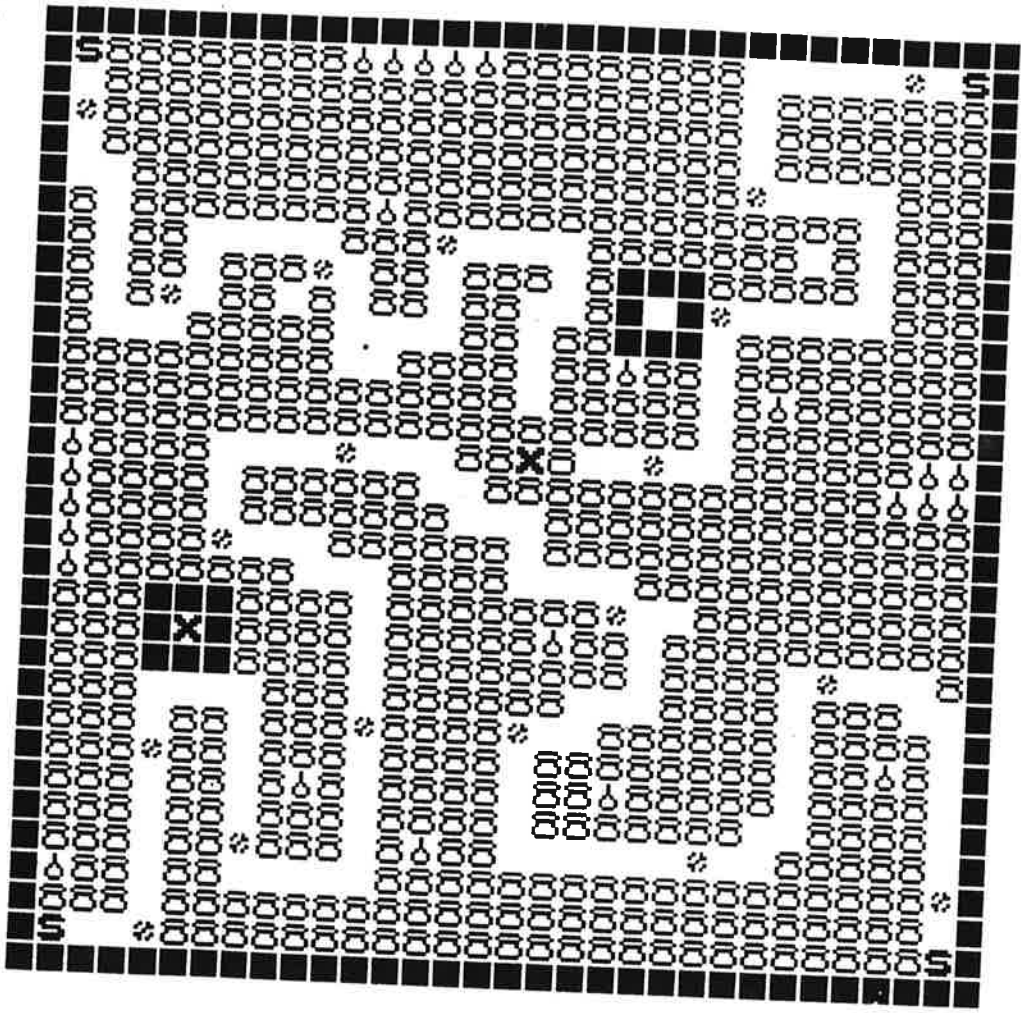

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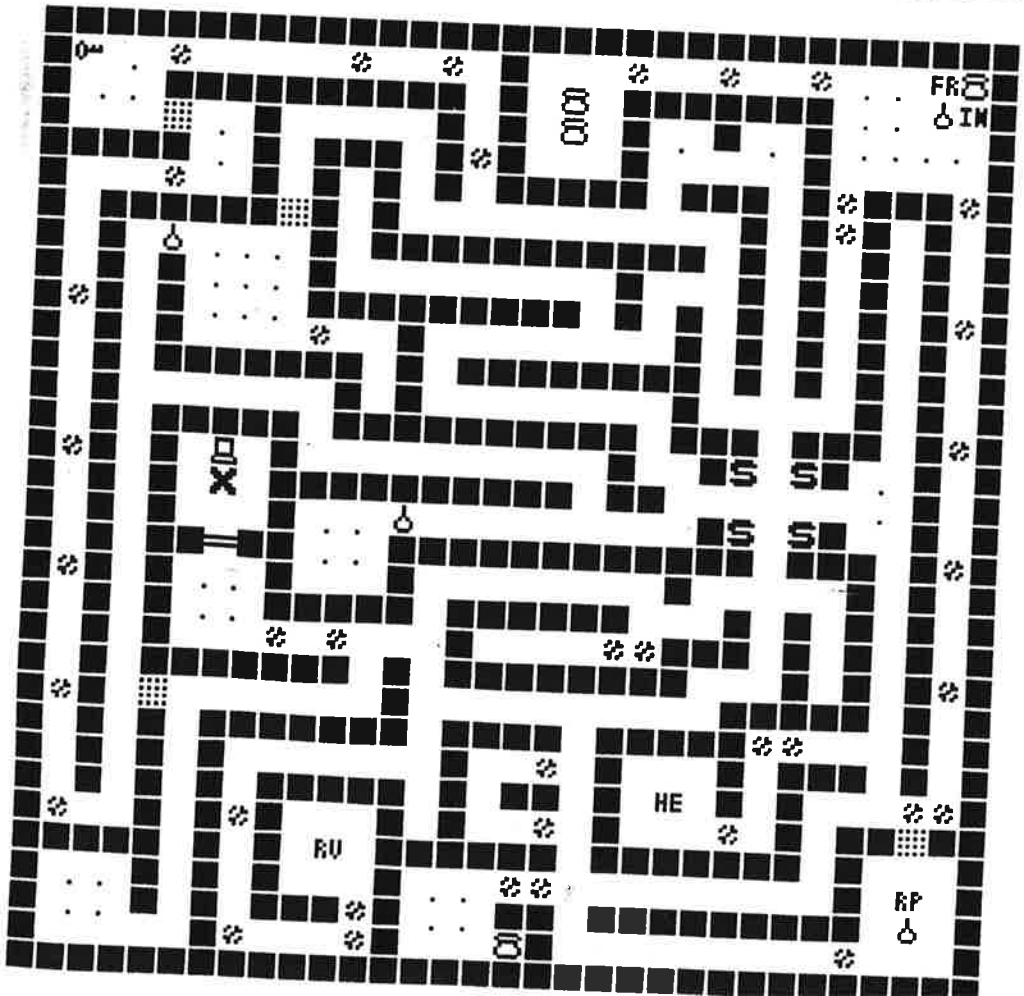

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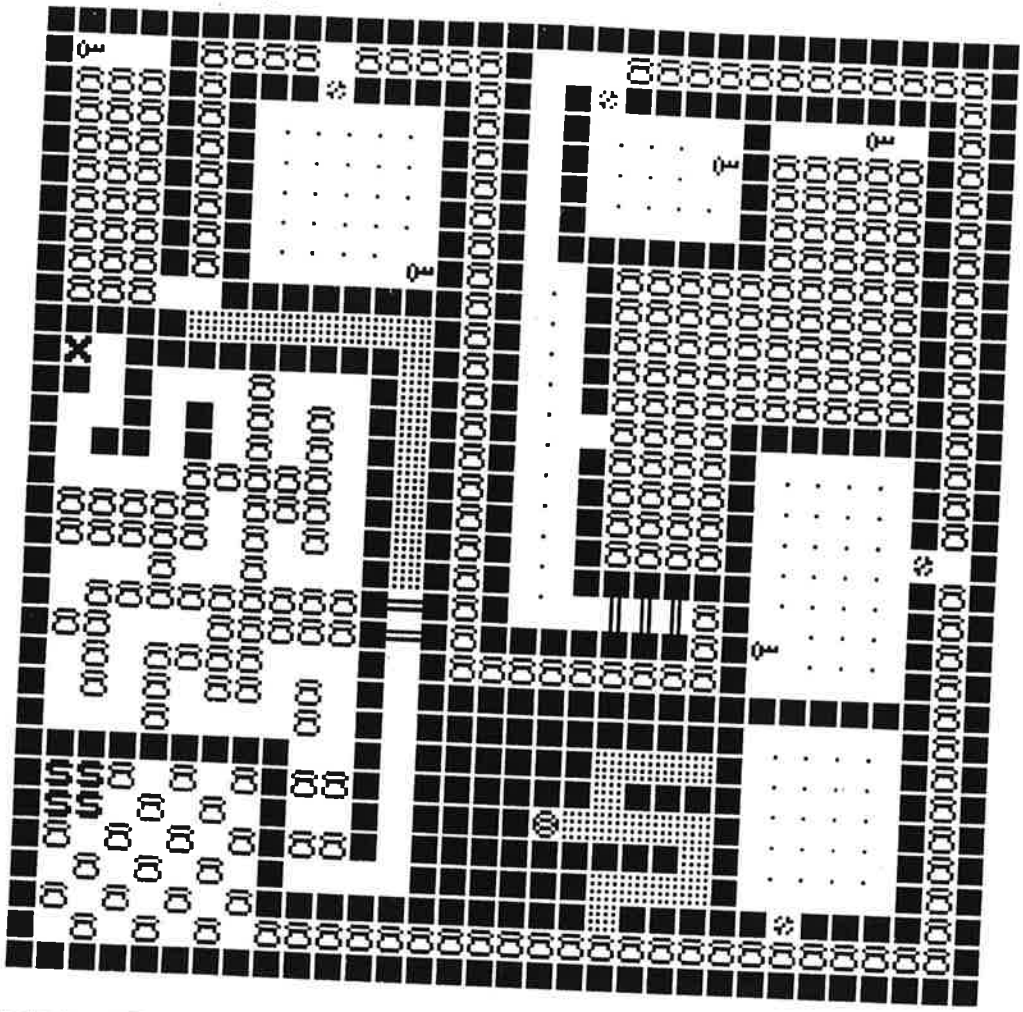

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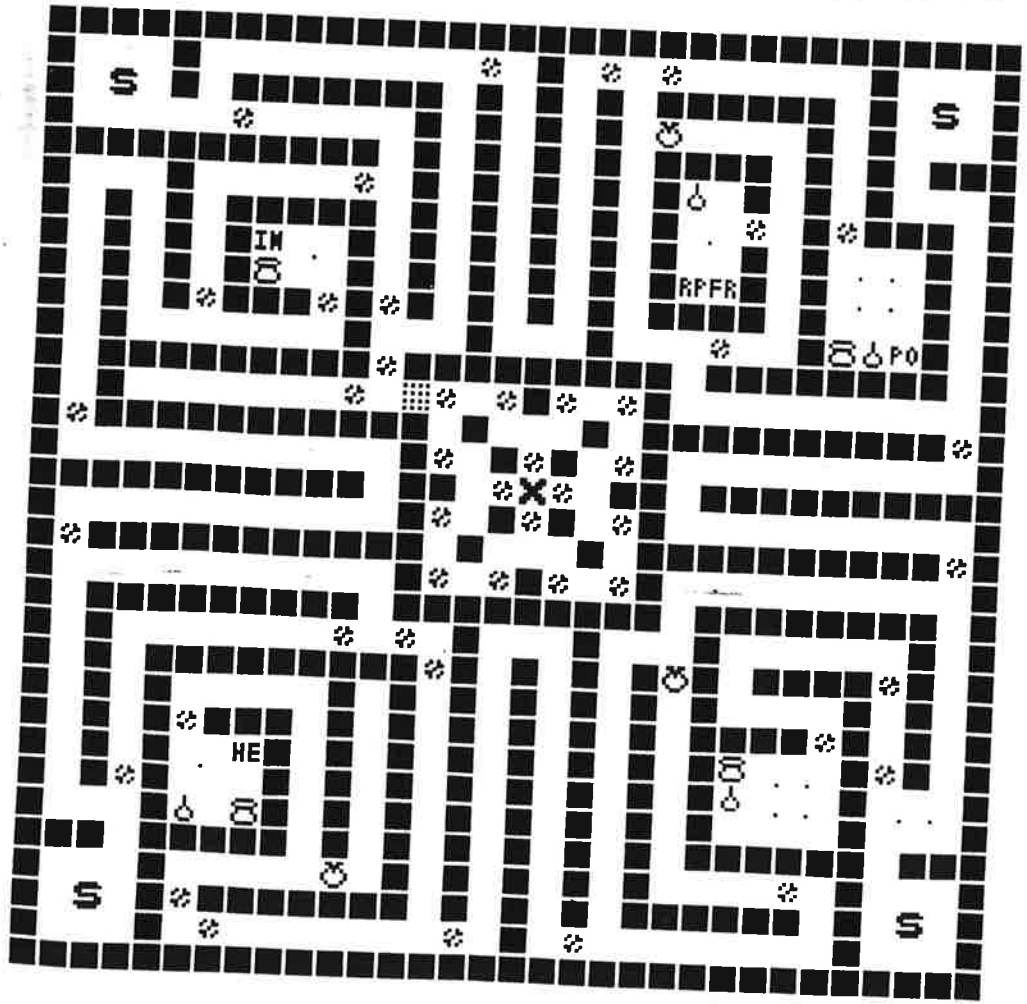

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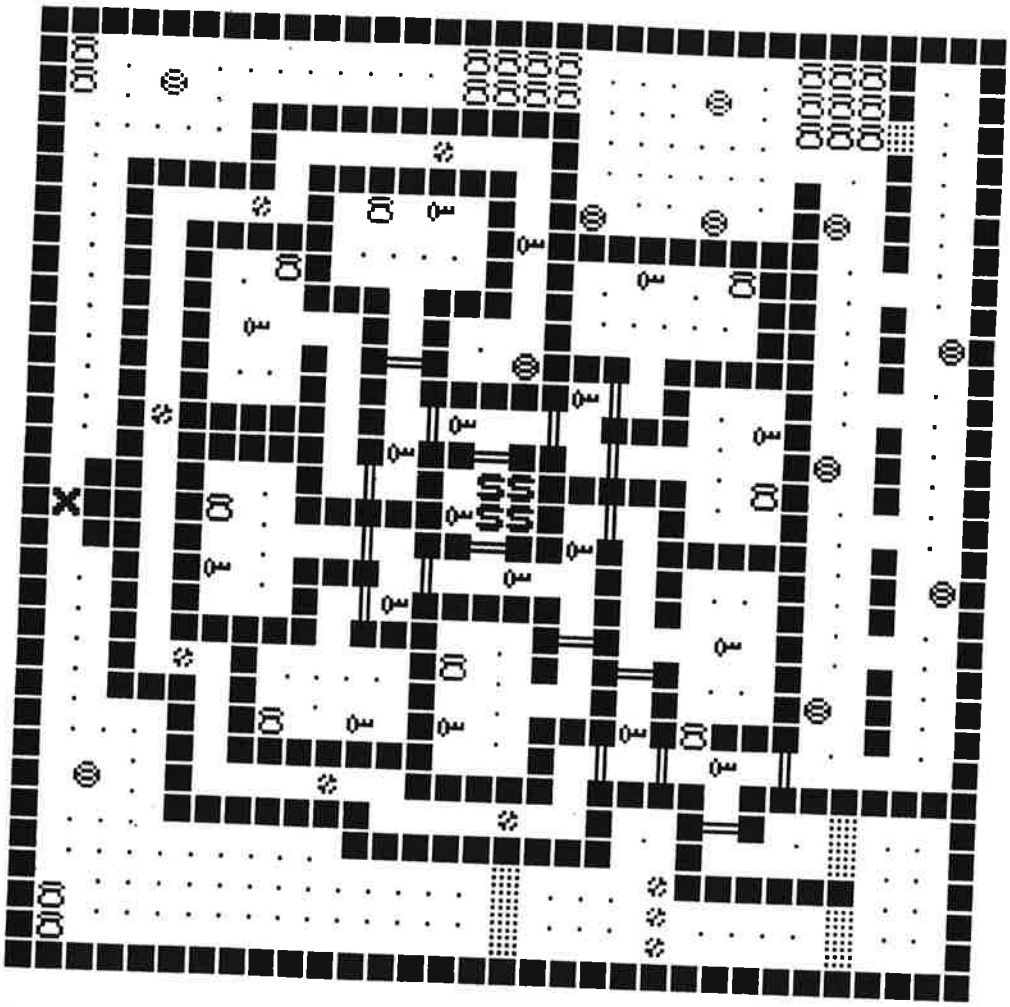

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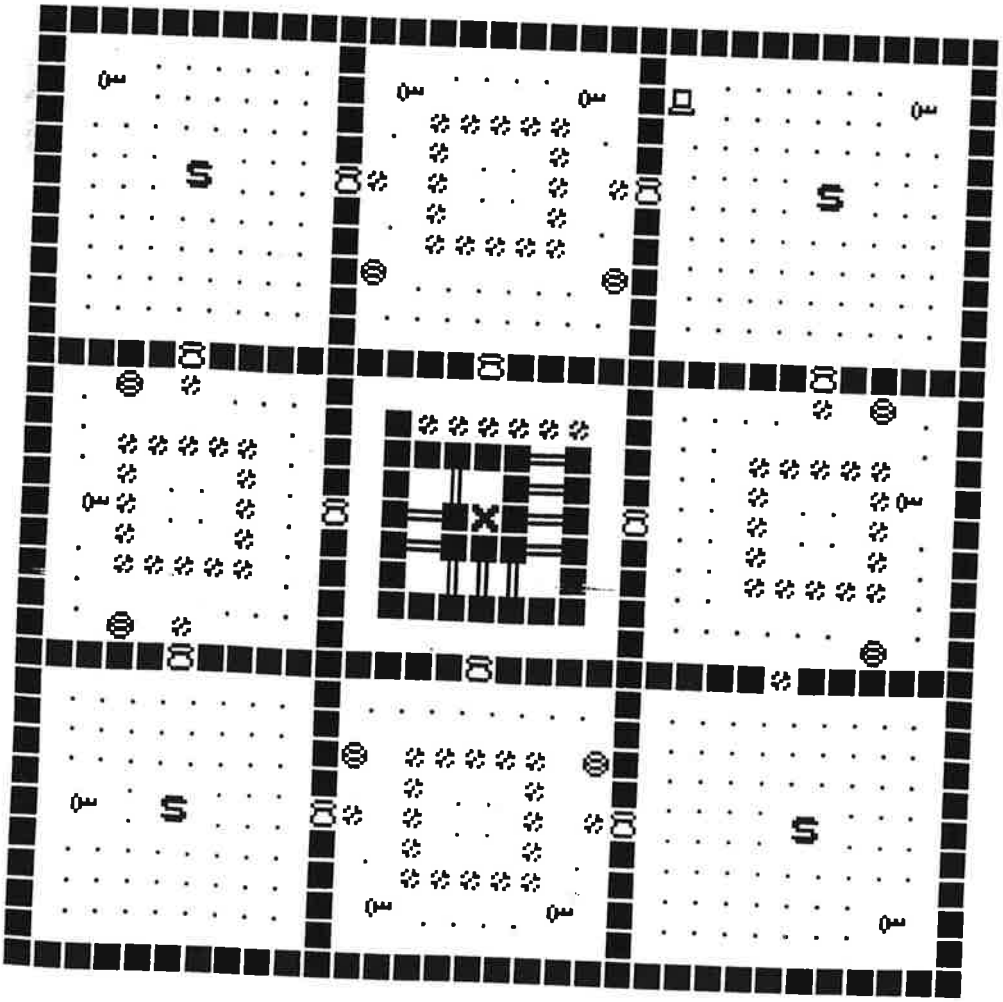

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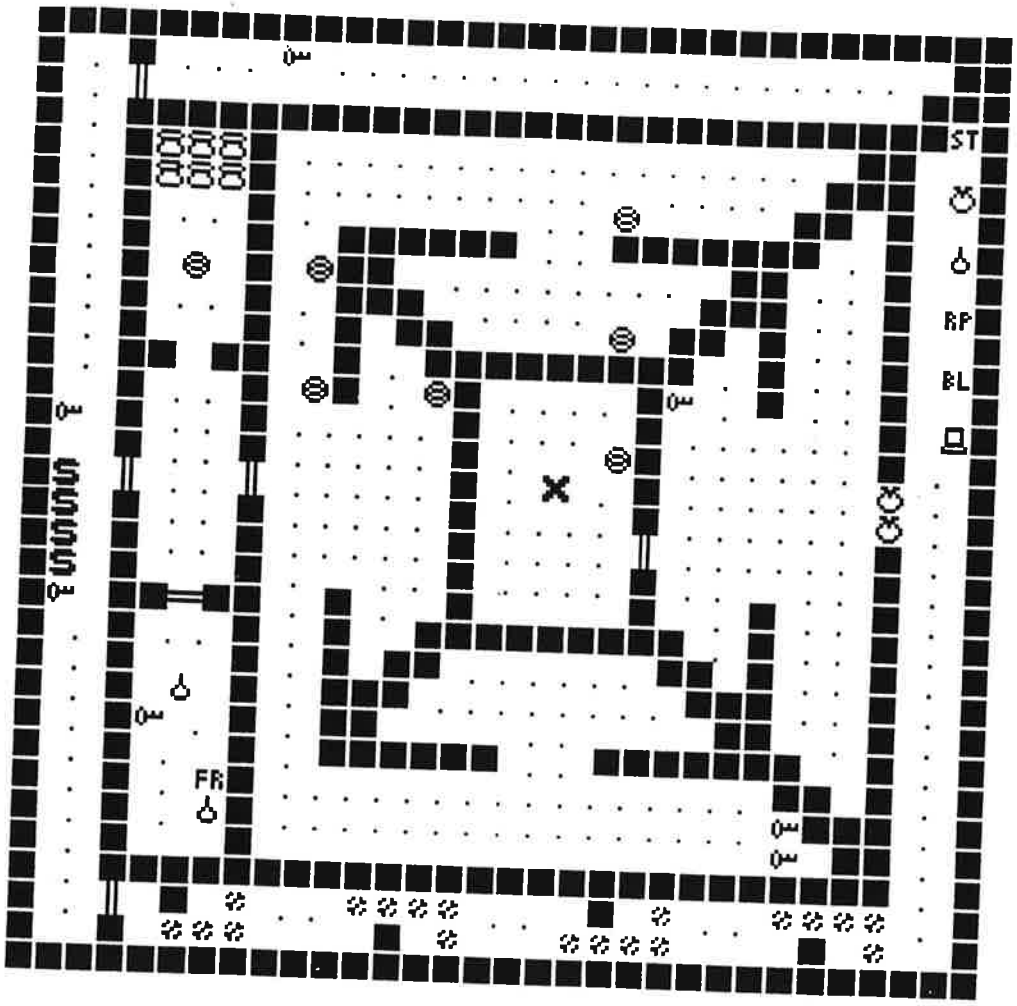

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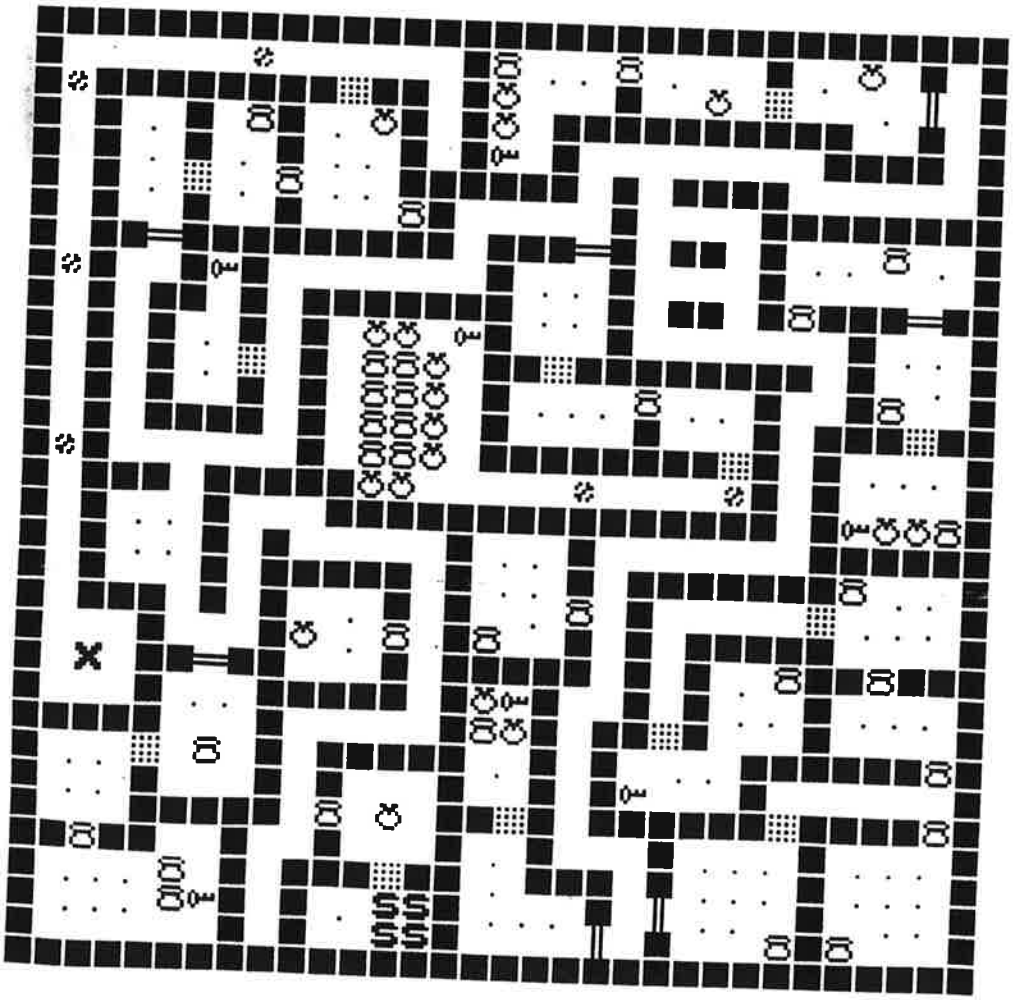

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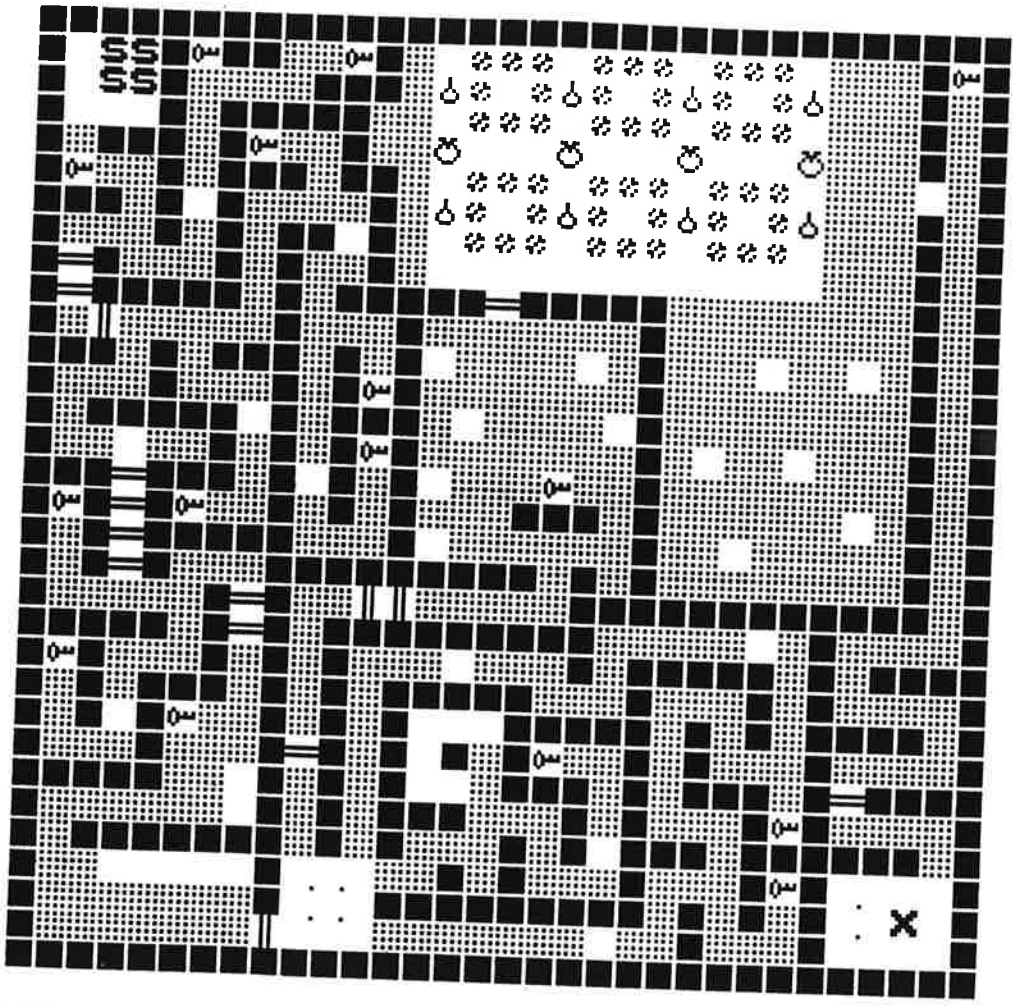

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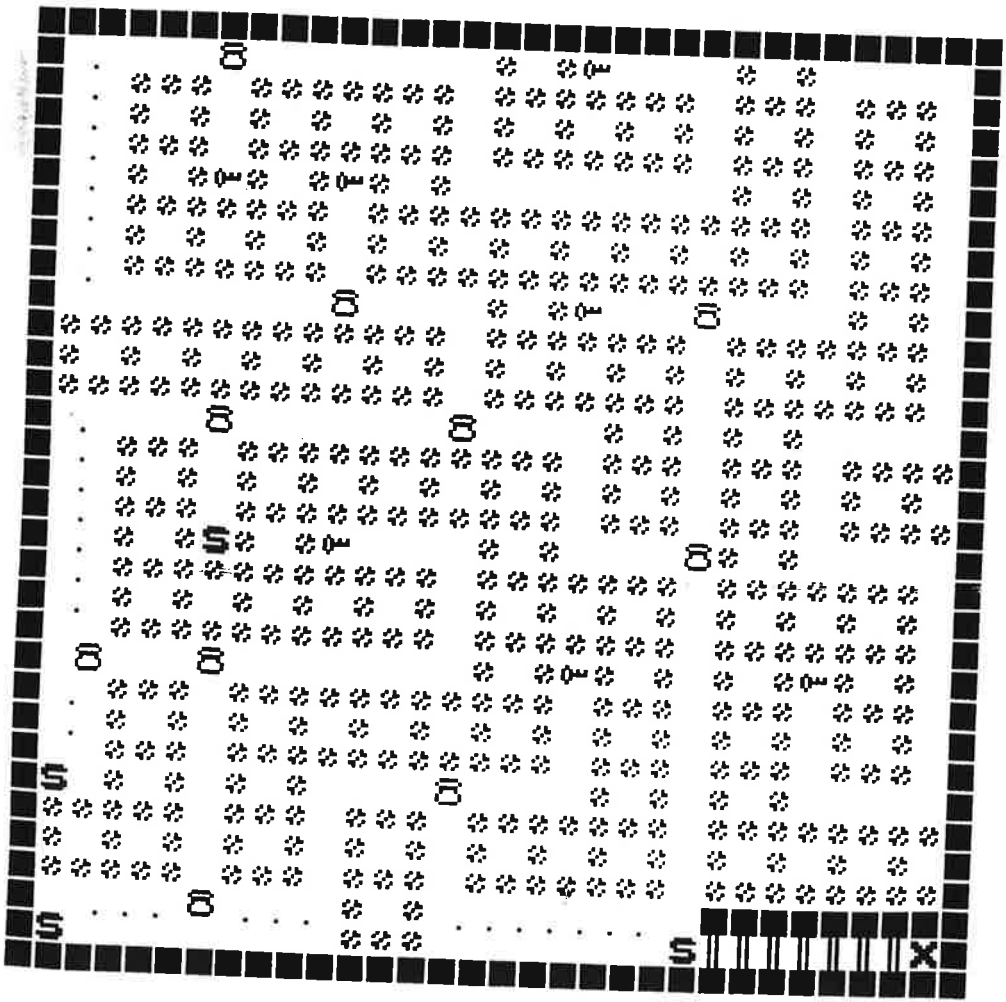

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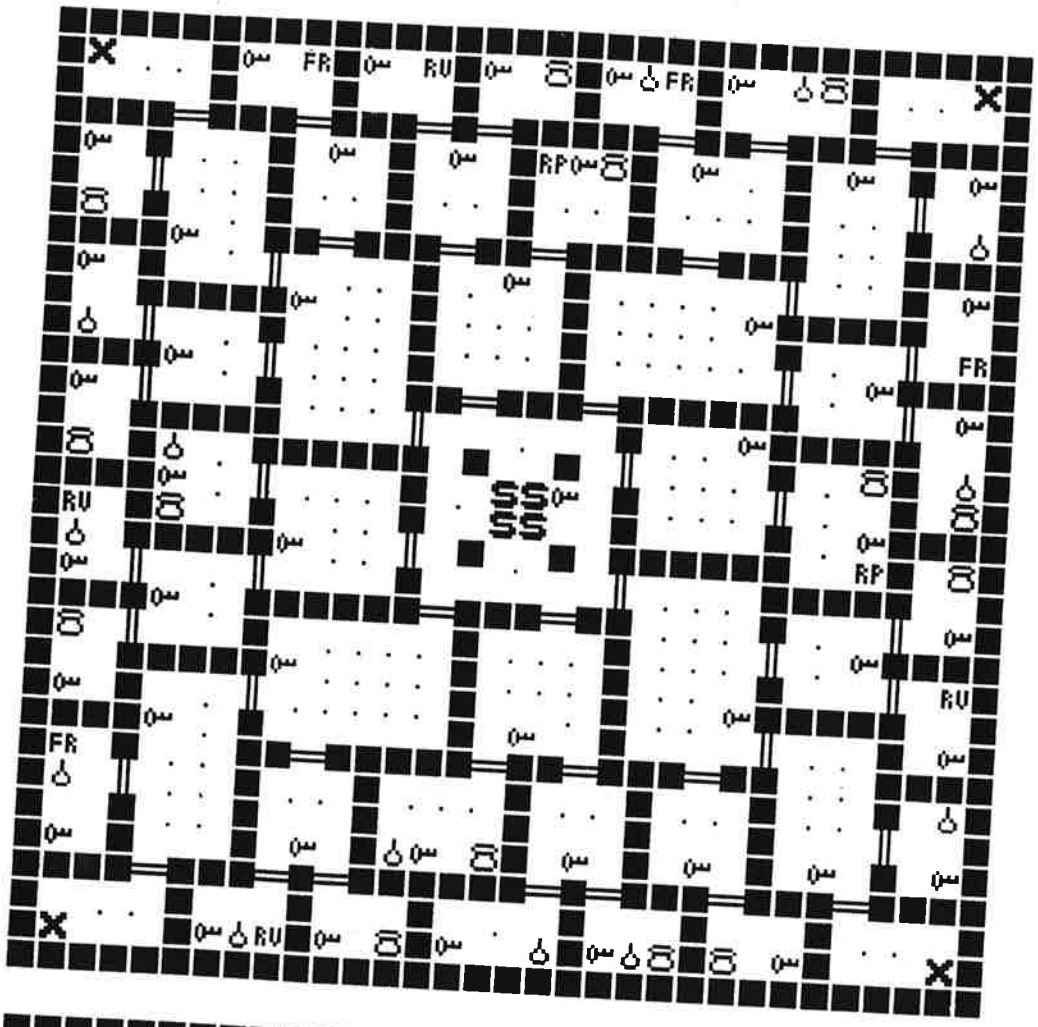

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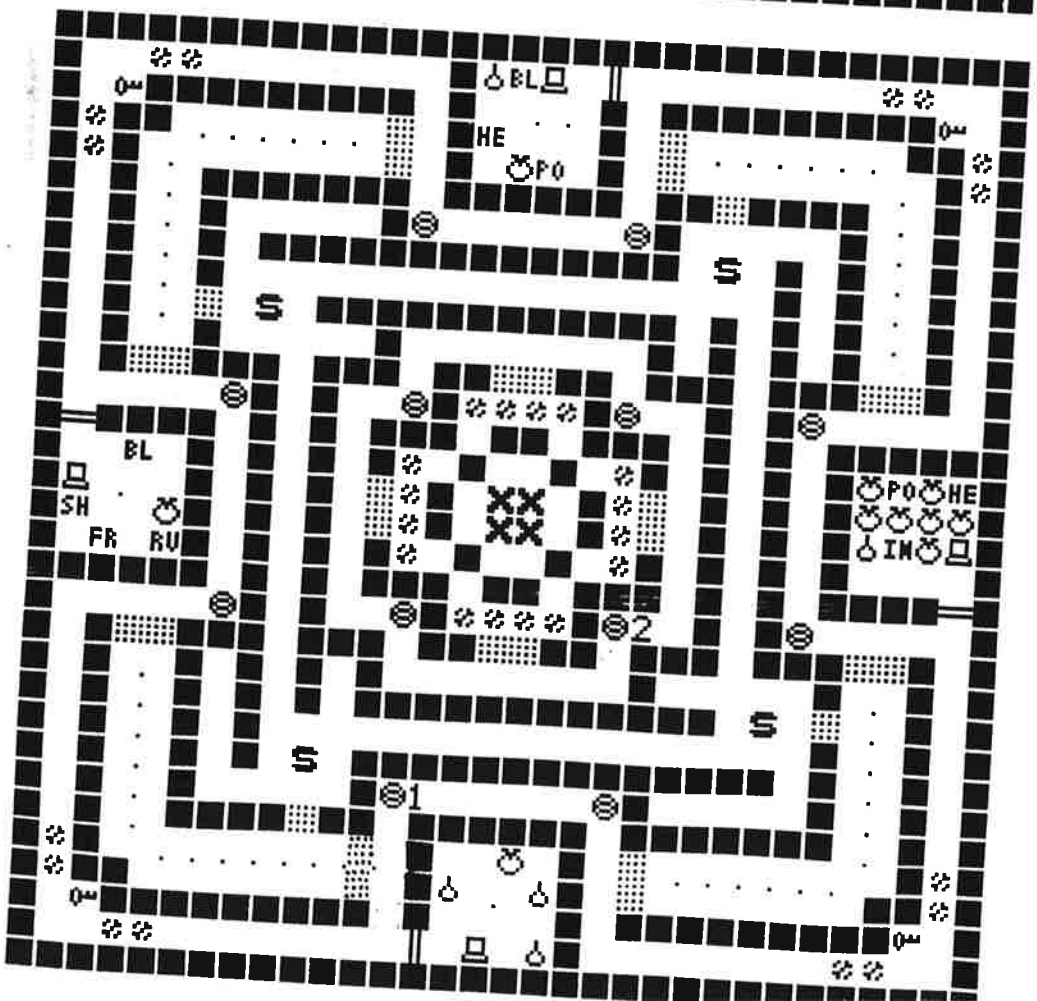

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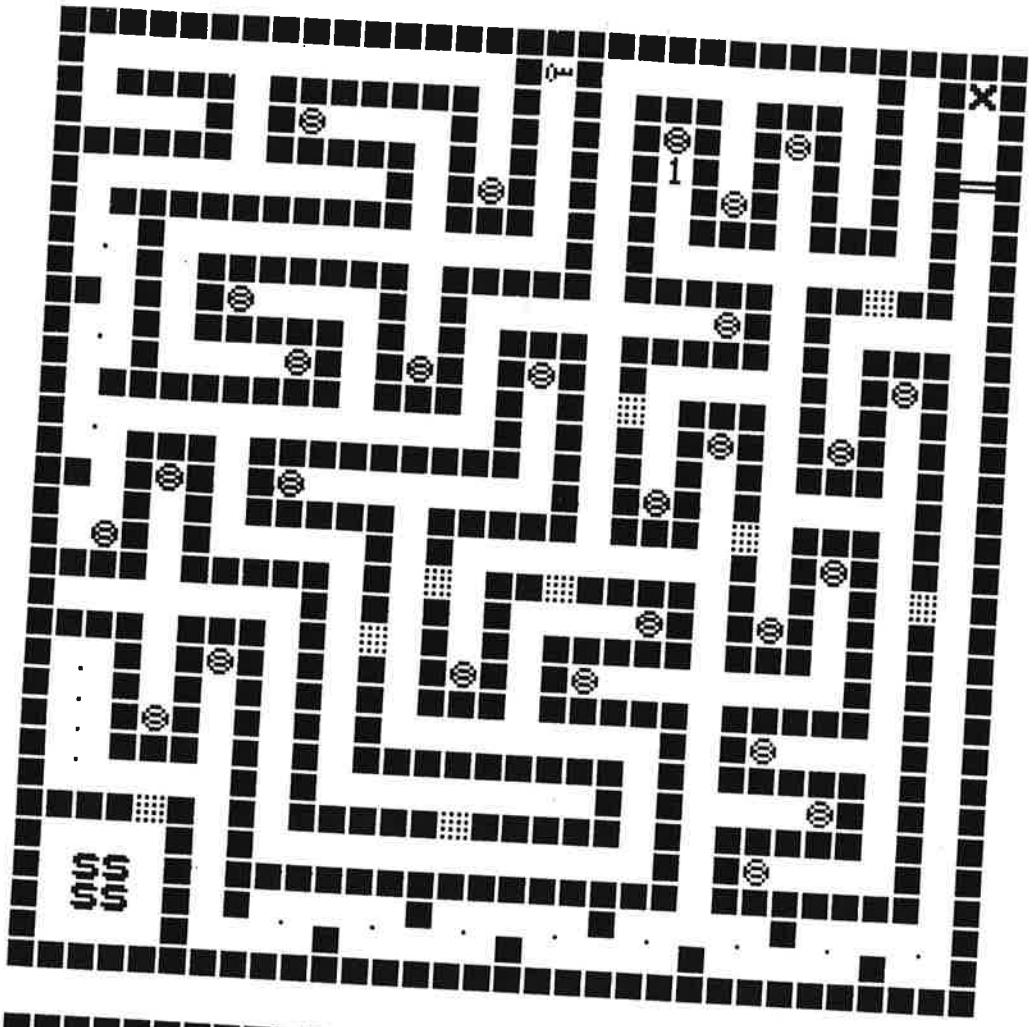

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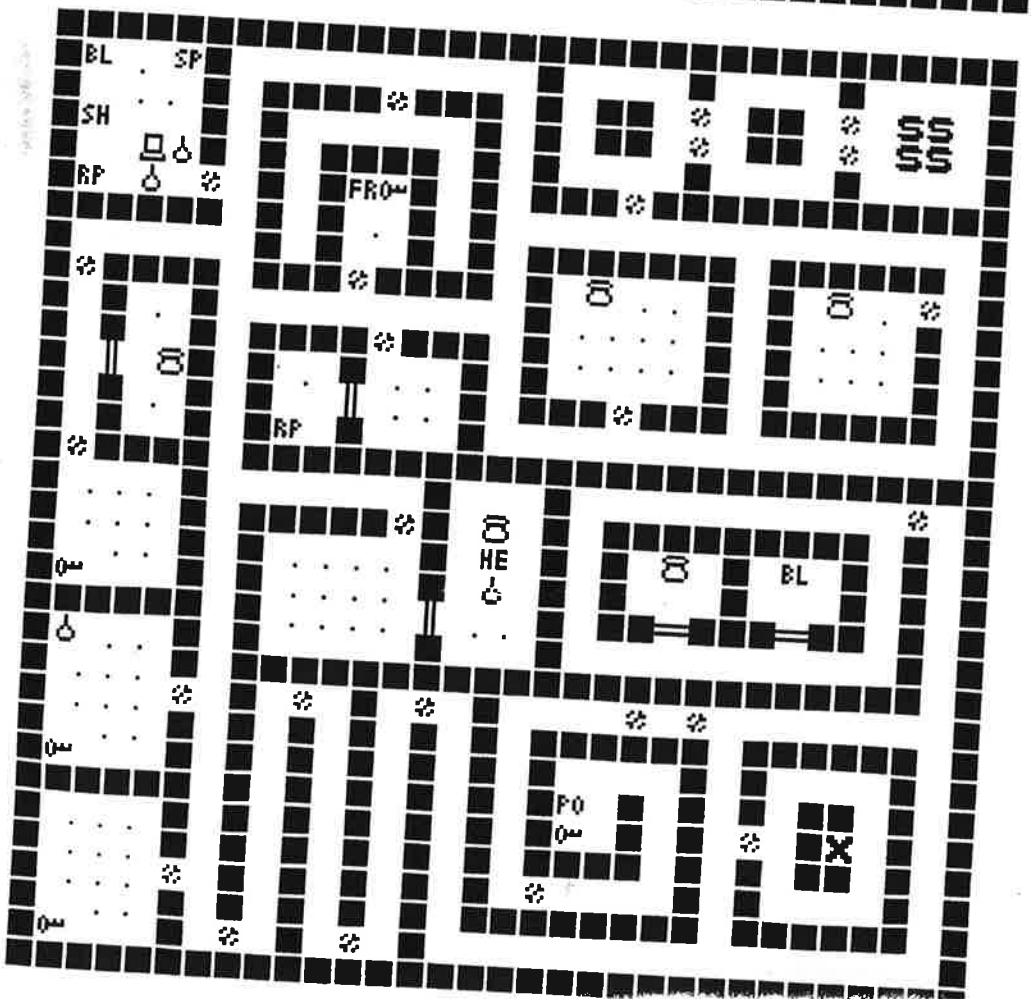

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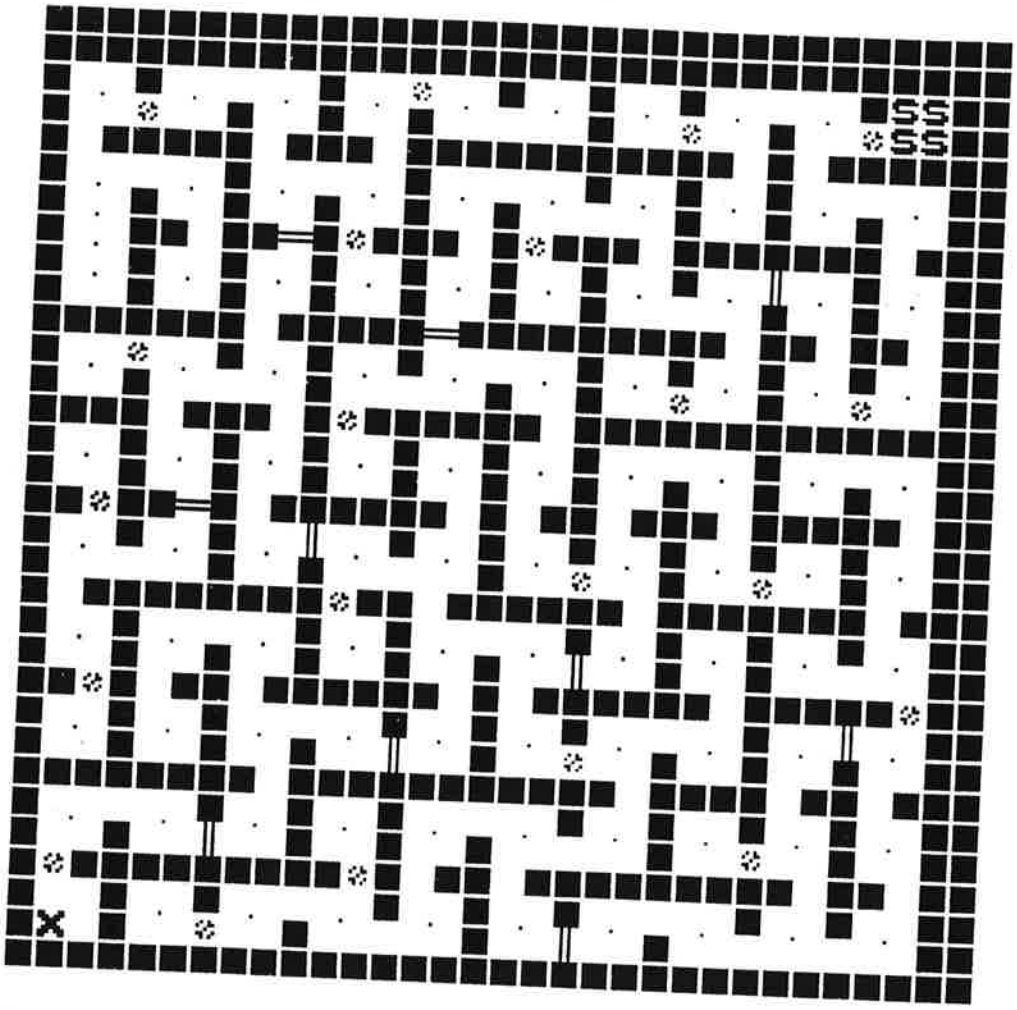

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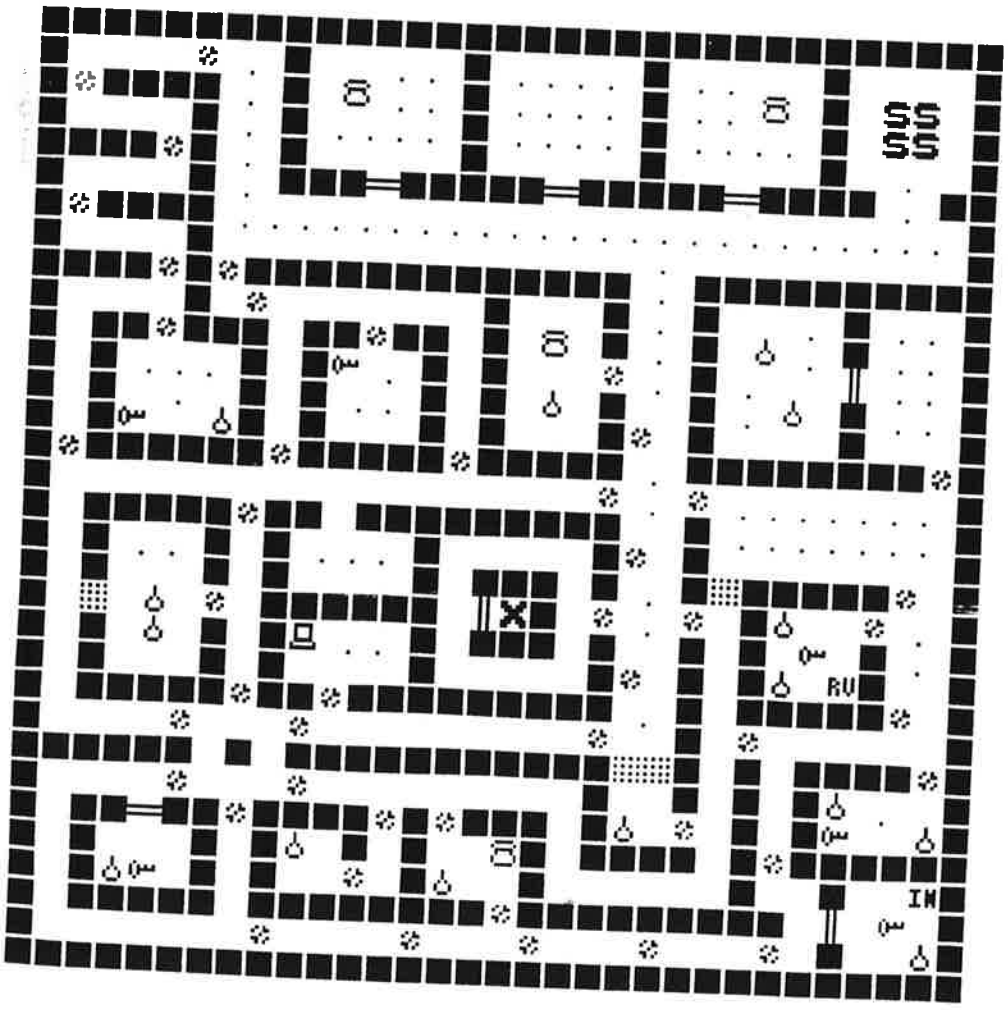

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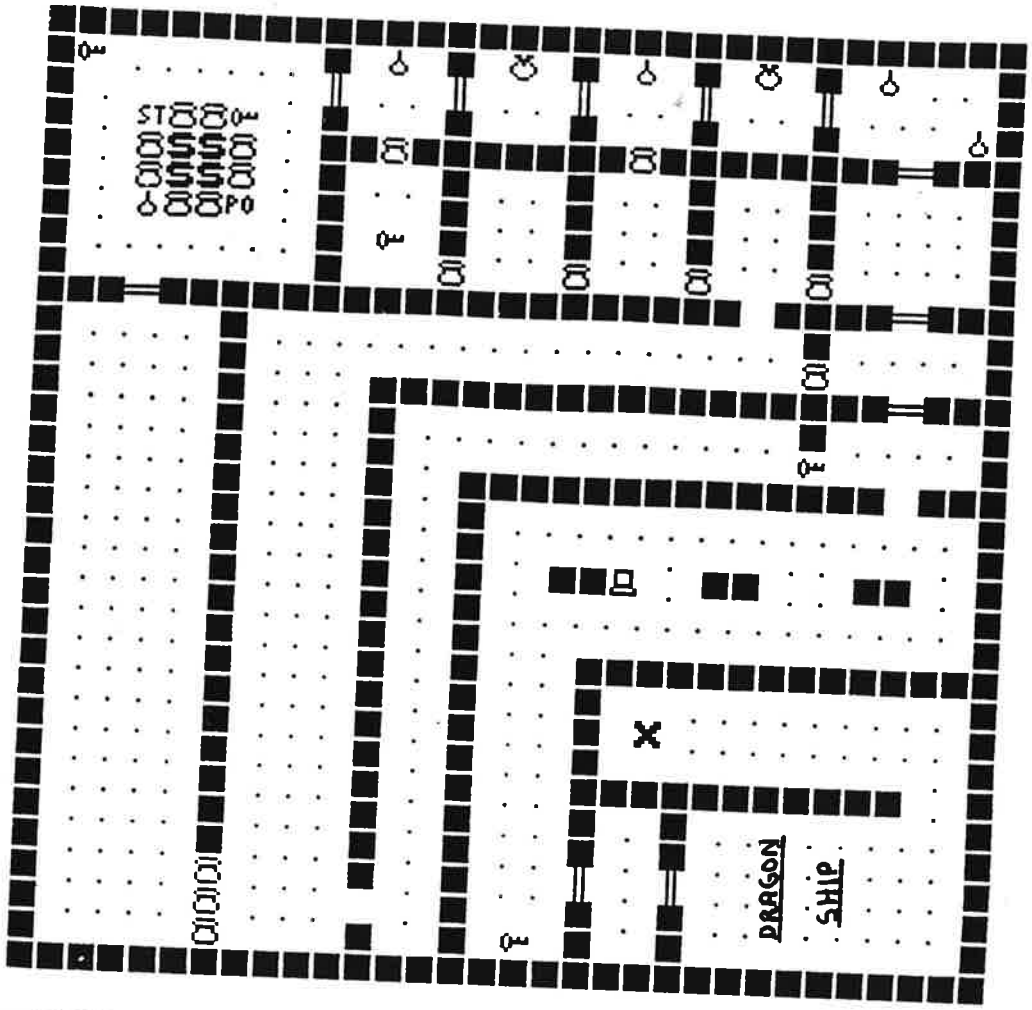

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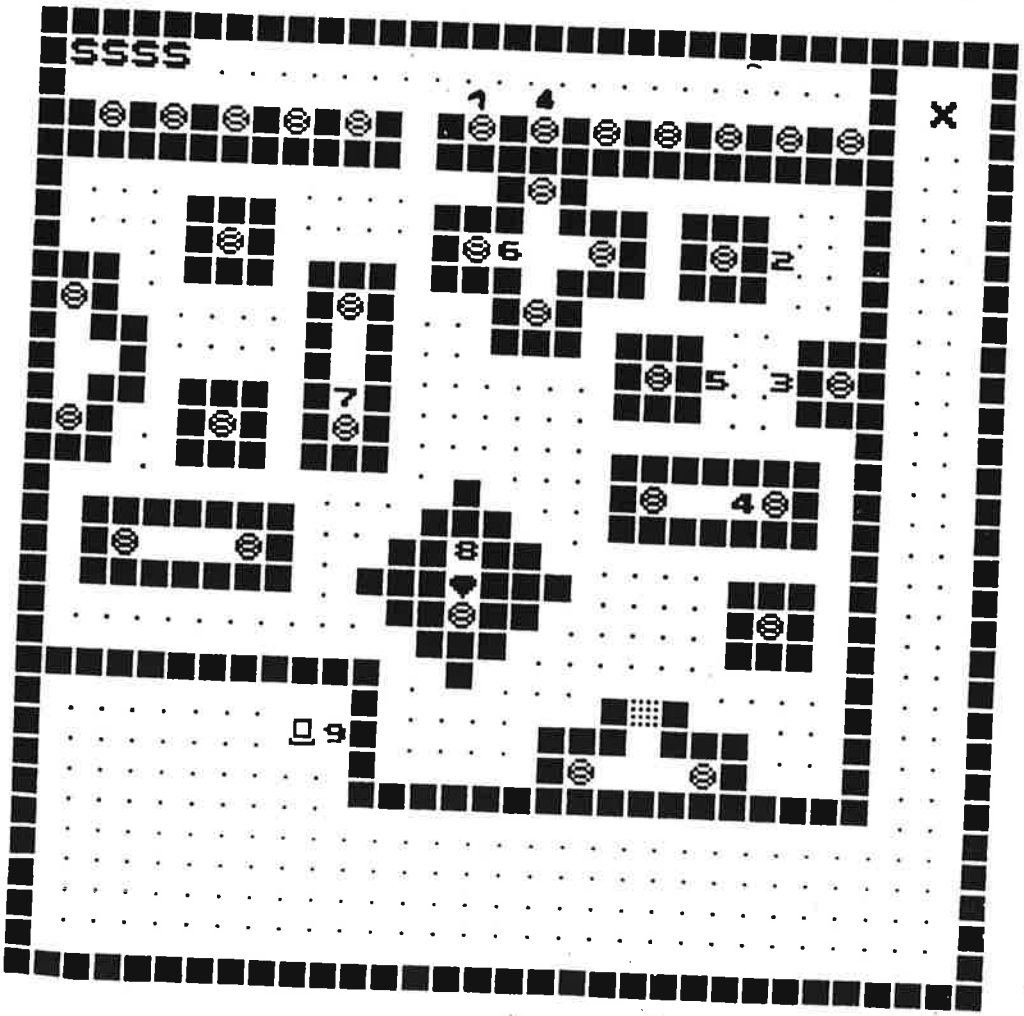

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ISHIDO ™ ORACLE SAYINGS

1. **Abundance:** Like the moon when full, to each there comes times of abundance -- a time when potentials are realized, goals are reached, and rewards are received. But, he/she is cognizant that every zenith is followed by decline. He/she enjoys and makes the most of this propitious time, and does not allow his/her perseverance to falter.
   Light stone in the place of intuition: clarity and energy are requisite ingredients for the creation of abundance. He/she is conscious not only to insist on these qualities within himself/herself, but to seek out and join with others who also embody them.
2. **Abundance:** He/she manifests abundance through constant conscientious effort. His/her continued success depends upon his/her ability to remain strong, while maintaining a moderate, humble, and grateful attitude.
   No light stones or dark stones: he/she is open and flexible, conscious to keep his/her mind clear and his/her integrity intact.
3. **Accord:** Because he/she is sincere and modest, accord can blossom in his/her presence. His/her faith in the power of light forms the foundation of his/her reality. This provides the opportunity to unite, in strength and without hesitation, with others of similar conviction.
   Dark stone in the place of conscience: he/she is in close touch with his/her inner light, and is able to exhibit his/her wish for accord without compromising his/her principles. Firm, yet guileless, he/she finds good fortune.
4. **Adversity:** When adversity is unavoidable, he/she quietly submits to it. But, adversity brings opportunity as well as danger. Realizing this, he/she is neither weak nor arrogant, and vigilant for way to emerge strengthened.
   Dark stone in the place of authority: because he/she does not force chance through conflict, he/she meets no resistance or antagonism. His/her accepting attitude dissolves adversity.
5. **Beautiful Form:** Beautiful form is an important and wonderful element of any good union, but it is not the essential thing. Therefore, he/she does not decide important issues by contemplating their surface appearance alone. Form without substance is empty.
   Dark stone in the place of conscience: he/she renounces the apparent luxuries of beautiful form, and finds peace of mind in substance and simplicity.
6. **Climax:** Climax is a time when the transition to order has been completed and everything appears to be in equilibrium.
   Dark stone in the place of wisdom: the climax has been reached, but it is wholly inappropriate for him/her to congratulate himself/herself. Instead, he/she modestly assumes his/her new responsibilities and continues on a path of righteous perseverance.
7. **Confrontation:** Negative energies now require confrontation. They would never have gained influence had they been confronted when they first emerged. But, now they are dangerous, and confrontation is necessary and unavoidable.
   Light stone in the place of self: confrontation is performed gently, yet persistently. He/she is careful not to let the growing negativity spread or become apparent.
8. **Correct Conduct:** He/she encounters an excessive, obsessive obstruction, but keeps danger distant by engaging only in correct conduct. He/she never judges others by external appearance, and always behaves with polite good manners.
   Light stone in the place of conscience: he/she has faith in his/her own abilities, yet chooses to keep his/her light within. He/she displays only correct conduct, confront of his/her ultimate success.
9. **Danger:** The time is fraught with danger. They way to escape unharmed is with a thoroughness in all that he/she does, courage, sincerity, and faith in his/her own essential good nature.
   All stones dark and light: he/she depends upon clarity, integrity, and a dedication to what is right to overcome the danger.
10. **Decay:** Decay is caused by stagnant habits and traditions. But, that which was corrupted by rigidity and lack of awareness, can be made good again with conscious intent. After careful deliberation,

he/she begins setting right what has been made wrong. And when the work is completed, he/she is careful to prevent a relapse.

Light stone in the place of wisdom: he/she breaks completely from the decay. He/she is his/her own master; he/she follows his/her own conscience.

11. **Decline**: Decline results in difficulty and creates the appearance that progress is not possible. He/she remains inwardly faithful to his/her principles, disengages from the situation at hand, and results all temptation. Thus, does he/she keep negative energy at a safe distance.

    Dark stone in the place of self: he/she calmly bears the consequences of decline, neither falling prey to flattery, nor offering any. His/her enduring character eventually leads him/her successfully beyond the difficulties.

12. **Dependence**: Everyone must be able to rely upon something which perseveres. He/she first places his/her dependence upon his/her own integrity, and upon the strength and power of his/her own inner light. If he/she cannot depend upon himself/herself, how can he/she ever hope to count on others?

    Light stone in the place of conscience: consistent dependence upon truth and moderation leads him/her to enduring peace.

13. **Difficulty**: He/she is confronted by difficulty which can't be overcome by frontal assault. He/she pauses in preparation for the task ahead, looking for guidance or joining forces with others of like mind. He/she needs the will to persevere just when it seems he/she must do something which could take him/her even further from his/her goal. The time of difficulty is very useful for developing character.

    Dark stone in the place of self: frequently difficulty can be overcome by proceeding along the line of least resistance. But, in this case, because he/she serves a larger cause, he/she is obligated to confront it head on. It is not his/her fault.

14. **Discipline**: If discipline breaks down and emotions hold sway, the battle is all but lost. Knowing this, he/she maintains a faithful and steady heart, making certain that justice and generosity form the basis for all his/her actions. Such conduct wins the loyalty of others and keeps him/her blameless.

    All stones dark and light: encountering others of like mind, he/she resonates to their energy. Even if placed in humble service, he/she fills his/her position with unselfish diligence. Thus, he/she finds the support he/she needs.

15. **Disharmony**: When people hold widely divergent points of view, the result is disharmony. At this time, he/she does not proceed brusquely, for that would only exacerbate the opposition. Instead, realizing that a time of disharmony can also contain the seeds of conciliation, he/she looks for small ways to encourage rapprochement.

    No light stones or dark stones: in the midst of disharmony, he does not permit his/her alienation to contaminate his/her individuality and eventually finds his/her way out of the stalemate.

16. **Doing Notdoing**: Weakness in the face of danger grows unsettled and acts precipitately. Strength in the face of danger waits till a way out is revealed. Doing notdoing he/she keeps still, yet remains at full and active readiness until the right moment to take action arrives.

    Light stone in the place of self: doubt and uncertainty prevail. But, he/she is not drawn into conflict or pressured into action. He/she retreats to doing notdoing, remaining calm and detached.

17. **Faith**: Faith fills him/her with confidence, harmony, and contentment. His/her inspired work attracts the help of others. It is not luck, but profound belief, which attracts good fortune to him/her.

    Dark stone in the place of intuition: faith manifests quietly and deeply within him/her, but he/she makes no show of it.

18. **Flowering**: New awakenings, healthy growth, and harmony -- a time of flowering. Light is his/her guiding principle. He/she does not forget that good fortune is the result of positive thoughts and deeds.

    Light stone in the place of ambition: he/she has no illusions that flowering is a permanent condition. Never presuming upon fate, he/she makes his/her inner nature so rich and reliable that he/she is at peace within any external circumstance.

19. **Gain**: Great sacrifice often leads to a time of gain. It is important to take advantage of this situation

while it lasts. When he/she sees something he/she admires in others, he/she emulates it. When he/she perceives something negative in himself/herself, he/she purges it. In this way, his/her greatest gain comes in the form of increases depth of character.

Dark stone in the place of ambition: times gain can be so powerful that even unfortunate events have positive impact. His/her sincerity is so great that bad fortune does not touch him/her.

20. **Gentle Wind**: Like a gentle wind that blows ceaselessly, a clear penetrating mind can achieve great things. The challenge he/she now faces requires gradual and inconspicuous efforts consistently applied. This requires perseverance, subtlety, and clearly defined goals. This leads, not to a dramatic victory, but to an enduring one.

    Light stone in the place of authority: carefully considering his/her actions and then proceeding with inner certainty and perseverance, will bring excellent results. His/her thoughtful, yet courageous attitude, leads to success.

21. **Gradual Progress**: Gradual progress means a time when events unfold naturally and deliberately. Hasty and precipitous action will not produce lasting results. Thus, he/she perseveres -- calm, flexible, and amenable -- patiently cultivating both his/her own character and the good will of others.

    Dark stone in the place of conscience: during the course of gradual progress, he/she finds himself/herself in an inappropriate position. But, if he/she is yielding, and sensible enough to avoid danger, the difficulty will prove temporary.

22. **Great Power**: The experience of great power is a profound and subtle test of character. Careful not to plunge ahead blindly, he/she realizes that power is a great responsibility, and must be tempered with justice, integrity, and wisdom. The use of great power has pushed too far, and has led him/her into an impasse. But, he/she composes himself/herself, backs off, and allows the situation to resolve itself.

23. **Harmony**: When societies and groups of people work in harmony, peace and prosperity results. Each person must know his/her role and fulfill his/her duty. In such a milieu, when one speaks the truth and then acts in accordance with it, his/her words have influence, his/her actions have power.

    Light stone in the place of authority: there is an atmosphere of great harmony because others respect him/her without fear. Such beneficent relationships can only result in good fortune.

24. **Hidden Light**: Hidden light -- storm clouds cover the skies and obscure the sun's illuminating rays. During adversity he/she is amenable and acquiescent. But, inwardly, he/she steadfastly maintains his/her light. With extreme caution he/she avoids unnecessary hostility from others and resists all efforts to force him/her from his/her path.

    All stones dark and light: hidden light must not be discernible, for if he/she allows his/her ego to hold sway, the result will be strife and he/she will not prevail. He/she does his/her best to embrace a radically new perspective, and works quietly within the situation to improve it.

25. **Impasse**: When he/she reaches an impasse, he/she does not let it break his/her spirit. Only by being flexible and persevering can he/she overcome the difficulty. Though influence is temporarily denied him/her, he/she accepts his/her limited position with equanimity and remains true to himself/herself.

    Light stone in the place of authority: in spite of good intentions, he/she has reached an impasse. Getting no help from others, he/she must have faith in his/her own spirit and power until matters take for the better.

26. **Influence**: Influence forms the foundation of all social relationships. True influence is not the covert coercion of deceit or seduction, but heart-felt, sincere communication. Therefore, he/she keeps his/her mind humble, free of ulterior motives, and receptive. In this way, not only may he/she influence others, but he/she is open to their positive influence on him/her.

    Light stone in the place of conscience: looks closely at his/her reasons for wishing to be of influence. If his/her heart is not in it, or his/her aims are selfish, others will see through his/her facade. This would be cause for remorse.

27. **Inner Strength**: In times of excess, when extraordinary measures are called for, inner strength is required in order to bring matters to a successful resolution. That means he/she stands firm on his/her principles, employs moderation, and avoids the use of force.

Light stone in the place ambition: inner strength alone will not enable him/her to overcome the difficulties. He/she does not force the issue.

28. **Integrity**: External conditions may very. But, personal integrity gives the power to flex in accordance with external demands, and prevents the loss of direction and meaning. Integrity, when it is deeply ingrained, forms a firm foundation for a fulfilled life.
    All stones dark and light: integrity deals with ego in others by withdrawing without anger. He/she forgives misdeeds, but is not so naive as to forget them. Despite his/her gentle nature, his/her integrity commands respect.
29. **Joy**: Joy is infectious and an inspiration for all who come in contact with it. But, it must be based on steadfastness if it is not to degenerate into uncontrolled glee. Within, he/she is honest and strong, outwardly he/she is yielding and gentle. In this way, he/she cultivates sincere, harmonious relationships, and creates an environment in which joy can manifest.
    No light stones or dark stones: joy comes to fruition in an atmosphere of gentleness and good will toward others. Lasting success depends upon enduring relationships and a continued concern for his/her community of associates.
30. **Limitation**: Dependency upon others and subordinate position lead to a time of significant limitation. Realizing the transitory nature of the situation, he/she focuses on enduring values and gravitates toward those with whom affection is spontaneous. By being patient, tactful, and reserved, he/she avoids misfortune.
    No light or dark stones: the situation is one of unrelenting limitation. He/she must start anew, or simply submit to that reality.
31. **Loss**: Loss is not necessarily a negative fate. During such times, he/she dispenses with pretense and draws upon inner resources for strength. He/she makes up for a lack of possessions with a strong, resilient, and sincere attitude.
    Dark stone in the place of authority: his/her loss of self-centered concerns reflects an evolution of character. Such an unselfish attitude certainly leads to good fortune.
32. **Modesty**: He/she rids himself/herself of ostentation and, by allowing himself/herself to be led by higher goals, develops his/her character. Modesty and conscientiousness enable him/her to successfully fulfill the requirements of the present circumstance.
    Dark stone in the place of conscience: he/she is neither servile nor submissive when in the service of others, nor does he/she look down upon those less able than he/she. True modesty, such as this, is respected and well-liked.
33. **Morning Thunder**: The flux and ambiguity present at the start of all new endeavors resembles a thunderstorm just before daybreak -- the time of morning thunder. But he/she is not intimidated by the storm. He/she waits for the sun to rise and the skies to clear, then acts as needed -- with inspiration.
    No light stones or dark stones: he/she cannot remove the obstacle holding him/her back. But, by redefining his/her priorities, he/she may transcend it and move on. If he/she can objectively reflect upon the time and discover the origin of his/her difficulties, the setback can be transformed into a period of profound learning.
34. **Nurturing**: He/she seeks to nourish himself/herself and those he/she loves, and to work on behalf of ideals he/she considers worthy. As long as nurturing is provided in the right way and for the right things, he/she prospers.
    Light stone in the place of wisdom: many depend upon him/her for nurturing. He/she is constantly aware that this is a great responsibility.
35. **The Offering**: The offering is a time of fortification and sacrifice in preparation for a great task ahead. He/she accepts his/her fate with humility. If his/her intentions are pure, his/her goals are worthwhile, and his/her methods are just, the offering holds the potential for great achievement.
    Light stone in the place of wisdom: the proper combination of strength and flexibility will bring him/her good fortune.
36. **Passage**: During passage, it is as if he/she were a stranger in foreign realms. He/she is not gruff or overbearing, and does not put on airs. He/she is cautious, reserved, and obliging to others. He/

she is careful to remain upright and steadfast, and conscious to associate only with good people. In this way, he/she remains free of blame and misfortune.

Dark stone in the place of intuition: in times of passage, it is important to steer clear of dubious people and not become involved in demeaning or trivial undertaking. The more humble his/her outward position, the more critical it is that he/she preserve his/her inner dignity.

37. **The Path**: Before he/she may lead others along the path, he/she must first learn to follow it himself/herself. He/she is loyal and fair to others, and true to himself/herself.

    Light stone in the place of intuition: the path is changing. He/she needs to realign his/her goals and find new associates. He/she is open, but cautious.

38. **Perseverance**: Perseverance means having the heart to continue in the face of difficulties, and the integrity to not loose faith. Dedication forms the foundation of his/her life, perseverance -- physical, intellectual, and spiritual -- gives it meaning.

    Dark stone in the place of wisdom: rushing around in a fog is counter productive and reveals a lack of faith in his/her own perseverance. He/she should keep still, calm down, and reestablish inner composure.

39. **The Primal**: The primal marks a time when strength, creativity, and spiritual power are on the rise. By aggressively and tirelessly working to improve his/her own character. He/she can make the most of this auspicious time.

    Light stone in the place of self: with integrity, sincere speech, and caution, he/she holds negative energies at a distance. In so doing, he/she shapes his/her environment with little conscious effort.

40. **Removing Obstacles**: Energetically, he/she goes about the task of removing obstacles.

    Dark stone in the place of authority: it is dangerous and fruitless to be shielded from the results of a poor attitude. So, he/she remains neutral and accepts the full administration of justice, realizing that a firm commitment to good is a sound basis of unity.

41. **Reserve**: When confronted by negative energy, he/she wards it off with dignified reserve. Inner strength, coupled with grace and poise amidst difficulty, can transform potential defeat into a victory.

    Dark stone in the place of conscience: he/she maintains his/her reserve without sacrificing friendship and good will. Others may feel a sense of loss due to his/her detachment, but that is not his/her concern.

42. **Resonance**: Encountering others of like mind and harmonious sentiment, he/she experiences resonance. Even when placed in humble service, he/she fulfills his/her obligations correctly and unselfishly. Thus, he/she finds the support he/she seeks.

    Light stone in the place wisdom: though warmth and affection are lacing, he/she joins in without separate aims -- remaining in the world of illusion, but not of it.

43. **Restraint**: When circumstances limit his/her influence, he/she chooses to exercise restraint. Reserved and cautious, he/she moves gently to affect progress, and is satisfied with small victories.

    All stones dark and light: it is not luck, but restraint which attracts good fortune to him/her. Faith fills him/her with confidence, harmony, and contentment. His/her inspired work attracts the help of others.

44. **Seeing**: Seeing requires clarity and vision. He/she looks for truth, for that which gives life meaning. He/she appreciates myriad forms of beauty, conscientiously performs his/her duty, and his/her generous of heart.

    All stones dark and light: the experience of seeing can be a profound and subtle test of character. He/she does not plunge blindly ahead. He/she realizes that power is a great responsibility, and must be applied with justice integrity, and wisdom.

45. **Self Control**: Self control means setting reasonable limits and possessing sufficient discipline to adhere to them. To have an eduring an beneficent effect, self control should not be taken to extremes -- during times of prosperity, he/she is not excessive; during times of limitation, he/she is adequately prepared. This is the surest path to personal freedom.

    Light stone in the place of intuition: at the beginning, he/she must exercise enough self control not to push matters too quickly or too far. Moderation is in order.

46. **Sincerity**: An unequivocal attitude of sincerity harmonizes him/her with the people and events around

him/her, and fills him/her with an instinctive sense of certainty which manifest good fortune.
Dark stone in the place of ambition: he/she does not allow misfortune, even if it is apparently undeserved, to destroy his/her sincerity. Doing so would only attract further misfortune.

47. **Small Footprints**: Small footprints is a time when exceptional modesty, attention to detail, and willing acceptance of current circumstances is of utmost importance. He/she does not overact, does not exceed his/her authority, and takes no unnecessary risks. This does not mean, however, that he/she becomes servile or looses all initiative. Rather, small actions are called for now, ones which can add up to large achievements in time.
Dark stone in the place of self: the time of small footprints does not preclude attempting creative solutions. If, however, they do not lead to success, he/she does not insist on forcing matters to a conclusion. Extraordinary restraint is necessary in this circumstance.
48. **Strife**: When ego attaches to a point of view, the result is strife. Realizing everything is relative, he/she seeks either to embrace a radically different perspective, or to find an objective mediator. He/she prefers to work toward a resolution rather than attempting to prevail.
Light stone in the place of conscience: though he/she has sufficient power to prevail, engaging in strife will not get him/her what he/she most desires. Content simply to maintain his/her personal integrity, he/she attains inner peace.
49. **Transition:** Transition is the time before climax. The conditions are difficult and the responsibility is great. But, with caution and deliberation, there is promise of success. During the final stages of an undertaking, he/she must resist the temptation to rush boldly through to completion. Maintaining perseverance and using discrimination assures that his/her efforts will not have been in vain.
All stones dark and light: the transition to order has been completed and everything is in equilibrium. Precisely at this time, he/she redoubles his/her caution, for complacency can allow the carefully wrought balance to come tumbling down. He/she pays close heed to details, for the victory has been won, but the ideal is still to be achieved.
50. **Trauma**: The sudden force of an unexpected turn of events can induce trauma. Though, shock and surprise cause fear to surface, it is this very fear which can spur him/her to take appropriate action. He/she does not panic. Times of trauma require poise and test faith. But, they hone them too, and serve to fortify him/her for the future.
Dark stone in the place of ambition: he/she responds to trauma with composure. He/she searches for the proper course of action with a clear mind. Such poise enable him/her to move beyond the danger.
51. **True Nature**: True nature adapts naturally and appropriately as the seasons unfold. By emulating true nature, he/she allows the possibility of his/her unrealized potential to fully manifest. Guided by the moment, advancing and retreating with a willing spirit, he/she follows a path of nonresistance.
Dark stone in the place of self: he/she is modest, correct, and without artifice. His/her true nature is self-evident and all goes well.
52. **Union**: Union indicates a time when people gather together to further joint undertakings. Union requires a spiritual and moral bond among group members, and leaders who embody those ideals. It is a time when much cam be achieved. But, just as much is at stake. For this reason, he/she is careful to avoid incorrect use of power, and prepared for the unexpected.
All stones dark and light: the power of union is nurtured by his/her commitment to following an uplifting, light-giving path. By keeping his/her mind neutral and undisturbed, he/she fully realizes the great potential of this time.
53. **The Unknowing**: Allowing that one can never really experience the grace of the unknowing. Absorbing the lessons of the moment with gratitude, he/she permits the fullness of discovery to penetrate his/her ego shell. Modestly, he/she allows life to be his/her teacher. Humbly, he/she shares what he/she learns with others.
Light stone in the place of self: having learned the difficulty of correcting one's own weaknesses, he/she is capable of forgiving the mistakes and weaknesses of others. Firm yet flexible -- he/she exhibits the attributes of a true leader.
54. **The Way Opens**: The way opens and it is now possible to make significant progress. He/she is

especially concerned that his/her goals be worthy and meaningful, and that his/her widening influence be a positive one. His/her clarity of vision encourages others to lend him/her their support.

Dark stone in the place of intuition: they way opens, but he/she is still uncertain where is leads. Maintaining faith is paramount. Calm and cheerful regardless of what others may say, he/she simply continues doing what is right.

** LIST CREATED BY: KALE SWINDELL 1991.

KLAX ™ & MS. PACMAN ™
INFORMATION

If you ever make it to the ending of this game of Klax, there are two hidden messages waiting for you. Press OPTION 1 and the words "YOU WON" comes on the screen. Press OPTION 2 and the words "BIG DEAL!" appear. Funny, isn't it?

MS. PACMAN TRICKS

During the play of this game, you may increase the amount of extra lives you have with this simple trick. This input sequence will give you five extra lives. While playing, hit PAUSE/OPTION 1/B Button twice/A Button twice/OPTION 1/PAUSE. After this is done, there will be five extra lives added to the ones you already have now. **NOTE**: You can only do this once per game.

If you would like to get the Super Speed Lightning Bolt anytime during the game level you are playing, input this sequence: PAUSE/OPTION 1/A Button/OPTION 1/PAUSE. When entered, the lightning bolt will appear at the top of the screen in your inventory list.

While playing a level and find it to hard or you are just bored with it, you can advance to the next level with this sequence of commands: PAUSE/OPTION 1/B Button three times/PAUSE. Then press OPTION 1 and you jump to the next level. This trick can be used at any time on any level.

** LIST CREATED BY: KALE SWINDELL 1991.

LYNX CASINO
ONE-WAY PATRON CONVERSATIONS

FAKE ELVIS: Say there son, move back a bit.
Get offa me, the crowd can't see!
I'd like to do one for my fans…
Viva Las Vegas!!!
Big Love, Big Heartache.
I'm a hunka' hunka' burnin' love.
Blue, Blue, Blue Suede Shoes…
Aaaaain't nuthin' but a hownd dog!
Wanna be in my next movie??
I like to shop in Michigan malls.
Fast cars and fast food…
This is my real hair?
Is someone calling me?
Time to return to my spaceship.

DRUNK AT TABLE: Do I look very depressed?
Have you been winning here??
It's just not fair….
Pat Quinn told me not to…
… I thought I hadda' …
All I needed was one more seven…
Maybe If I'd taken one more card?
You call this having fun?
Steve Szpytek warned me about this.
Next time I'll set a budget.
This table understands me…
I should have stayed home.
Maybe my luck has changed..
Oooohhh, I need aspirin.

SHRINER: This is the greatest!!!
Better than Moose Lodge 101.
Best convention ever!!!
Much better than McCormick Place.
Have you seen the Atari booth?
Wanna see my secret handshake?
Where is your hat???
What did your barber do to ya?
Where is the waitress???
They don't like counters here.
Steve Ryno can sure play slots!
Can you always win? Always??
Can you lend me some dough?
Can't seem to find a taxi…
Isn't bungee jumpin' hazardous?

JAPANESE TOURIST: So many games, so little time.
Where can I convert some yen?
Have you photo'd the volcano yet?
Very picturesque…

I'm going to need some film.
Do you like the Mariners???
Godzilla vs. Mothra is the best!
Bambi meets Godzilla was good.
Are you interested in HDTV??
Is George Bush feeling better???
Does sushi mean 'dead fish'??
Do you own a Harley-Davidson?
Who is Sergio Leone???
Atari, Atari, Atari Forever!!
How do you get to Caesers??

WOMAN IN RED: Casinos are sooo exciting!
I'm just naturally friendly.
Yes, I do come here often.
These shoes are killing me!
Aren't you a bit young to be here?
Are there pit bulss in here?
I can't decide what to play next.
I'd like to try some slots.
Roulette is the game for me.
Who is this Robb Mariani?
Louis is just wonderful!
Cliff Falls has the best voice!
I just love Scrapyard Dog!
Do you see a clock anywhere?

COWBOY: Howdy pardner!
Whhooo doggy! I love casinos!!
Darn right I'm from Texas!!!
I been lookin' for a new Eastwood.
Hang 'Em High, son!!!
Jumpin' Jehosafat, A Blackjack!
Keep an eye on these shifty dealers.
Home, Home on the range...
I'd vote for Schwartzkopf!!!
What a Ren & Stimpey look like?
Excuse me, are you the Wadester?
Oil ain't everything, son.
What say we round up some fillies?
Let's go get some prime rib.
Can ya' steer me toward the circus?

OLD WOMAN: Can I help you young man?
Ehhh??? What's that???
Speak up!!
You really ought to speak up.
Hmmmmm... Hmmmmm... Hmmmmm...
What's that you say???
Are you Larry Siegel???
Where is Craig Erickson?
Where is Robert Urich now?
Do I hear Elvis singing?
My joints tell me it's going to rain.

How fast can a Jaguar go?
Which is faster, Viper or SR1 Turbo?
Such a nice young man.
Which way to Bally's???

** LIST CREATED BY: KALE SWINDELL 1992.

QIX ™ & VIKING CHILD ™
GAMING INFORMATION

When you die in the game Qix, a code is shown to you. These codes will bring you back to the level that you died on. Here are some of the level codes. You fill in the rest as you beat each level. Remember, they're are over 256 different levels to this game.

* GFGHEF, GFGGEN, HAHEHF, HAHFNJ, HAHGOI, HFHCPI, HFHNGF, HFHMIJ, IAIKCJ, IAILLE, IAILLE, IAIMAN, IFIIJE, IFILHJ, IFIKBJ, IFJFBF

VIKING CHILD

To jump to certain stages in the game, you need to input codes that are revealing to you during the play of the game. Here are the codes for level advancement.

* **Level 2/Stage 1:** OMEGAMAN
* **Level 3/Stage 1:** PATRICIA
* **Level 4/Stage 1:** REDDWARF
* **Level 5/Stage 1:** DEWSBURY

** LIST CREATED BY: KALE SWINDELL 1991/ 92.

RAMPAGE ® INFORMATION

Level Select: Now you can destroy any city without having to go through other cities to get to it. To pick a city, go to the creature select screen and press the PAUSE button twice. Then push either A or B button to advance to the newspaper heading screen. Now, hold down OPTION 1 button and either push up or down on the joy pad to select the city of your choice.

Cities of Choice: Boise, Portland, Seattle, Sacramento, Oakland, San Francisco, Los Angeles, San Bernardino, San Diego, Las Vegas, Salt Lake City, Phoenix, Tucson, El Paso, Albuquerque, Denver, Cheyenne, Butte, Bismarck, Sioux Falls, Omaha, Lincoln, Kansas City, Wichita, Oklahoma City, Dallas, Houston, New Orleans, Little Rock, St. Louis, Des Moines, Minneapolis, Milwaukee, Chicago, Detroit, Cleveland, Dayton, Cincinnati, Indianapolis, Louisville, Memphis, Nashville, Jackson, Birmingham, Atlanta, Tampa, Miami, Charleston, Charlotte, Richmond, Baltimore, Washington, D.C.; Philadelphia, Pittsburgh, Buffalo, Syracuse, Boston, Providence, Newark, New York City & Sunnyvale.

NEWS HEADLINES

EVER--GROWING CONCERN OVER MEGA--VITAMIN...
MEGA--VITAMINS -- JUST SAY NO...!
SOMETHING'S BREWING ON THE ROOF AT THE ARGLEBARF CHEMICAL FACTORY...
CURE FOUND FOR MEGA--VITAMIN AT ARGLBARF CHEMICAL COMPANY...
RADIOACTIVE LAKE CHANGES WOMAN'S SCALE...
AQUATIC STARLET WADES INTO DEEP TROUBLE...
GIANT LIZARD EATS PIZZA--LOVIN' PLUMBER...
GIANT MONSTER QUOTED: "PLAY SHANGHAI OR ELSE..." WHILE DESTROYING SAN DIEGO...
HAVE YOU EVER BEEN THE "MONKEY--IN--THE--MIDDLE"???... OUCH!...
GIANT APE THROWS MONKEY WRENCH INTO CITY WORKS...
TALKS RESUME ON INEVITABLE DEFENSE STRATEGY... GORILLA WARFARE LIKELY...
MONKEY BUSINESS RAMPANT IN THE BIG APPLE...
GIANT LAB RAT IN LEISURE SUIT SIGHTED IN THE WINDY CITY...
RODENT PROBLEM OUT OF CONTROL... RISING DEATH TOLL AMONG EXTERMINATORS...
GIANT WEREWOLF PUT NEW CLAWS IN DEADLY PACT...
GIANT WEREWOLF GOES WINDOW SHOPPING...SACKS 5TH AVENUE...
CITY HOWLING MAD, SAUSAGE SCAM EXPOSED...
LAB TECHNICIAN SIGHTED IN SUNNYVALE
KEEP THE SPRY LAB TECHNICIAN IN SUNNYVALE...OR ELSE!!
GUILTY LAB TECHNICIAN DISCOVERS CURE...
EX-MUTANT IS ARRESTED FOR STREAKING!
GYM SOCK THIEF THWARTED... SUSPECT BEING HELD (AT ARM'S LENGTH...)
CABBIES CRY "NO FARE!!"
DAIRY EXPLODES -- UDDER CHAOS EVERYWHERE...
AUTOMATIC SHEEP-SHAVING MACHINE INVENTED BY SHEAR GENIUS...
HUGE SHOE FACTORY FIRE... 2000 SOLES LOST...
REAL ESTATE PRICES PLUMMET... BUYER'S BEWARE...
PROPERTY VALUES AT AN ALL--TIME LOW...
SHORTAGE OF PRIME OFFICE SPACE... MARKET COLLAPSES...
LAB SCREW--UP WEARS OFF... FILM AT 11...
SPOUSE OF MUTANT FILES LEGAL ACTION...
REAL LIFE JEKYLL AND HYDE STORY!!
WITNESS SHEDS NEW LIGHT ON FLUORESCENT BULB SCAM...
JOB OPENINGS IN NATIONAL GUARD...
IS THERE NO END TO THIS RAMPAGE??
TANKS BUT NO TANKS...
THERE ARE NO (BUY A LYNX) SUBLIMINAL MESSAGES (OR TWO) IN THIS GAME (BUY A

LYNX)...
VIDEO PIRACY IN CITY HALL? MAYOR IN REEL TROUBLE...!

HELPFUL HEADLINES

HINT: FOOD BEHIND OPEN WINDOWS...
HINT: WANT TO EAT WELL? PUNCH SLOWER...
HINT: IF YOU WATCH WHAT YOU EAT, YOU CAN LIVE LONGER!
HINT: DURING A JUMP, HOLD THE JOY PAD UP TO GRAB SIDE OF BUILDING...
HINT: JUMP WHEN YOU SEE DUST CLOUDS...
AVOID LIGHTNING IF DON'T KNOW HOW TO CONDUCT YOURSELF...
WARNING! ELECTRICITY IS SHOCKING...
YOU CAN LEAD YOUR BUDDIES TO WATER, BUT YOU CAN'T MAKE THEM SWIM...
HOVERING HELICOPTERS HERALD HUMONGOUS HURT...
PLAY "TROLLEY HANDBALL" WITH YOUR FRIENDS...
GET A BANG OUT OF LIFE -- PICK UP DYNAMITE...
EAT FOOD ITEMS TO INCREASE HEALTH...
HAVE A FRIEND FOR DINNER... BURP...
POTIONS GIVE SPECIAL POWERS...
NO NEED FOR COMMOTION... DRINK ONLY YOUR OWN POTION...
DRINK THE FINAL POTION TO INDUCE YOUR BACKWARD MOTION...!

Helpful Trick: To blow up dynamite in the air after you have thrown it, push the joy pad down so that your creature looks down. The dynamite will blow up anywhere you have tossed it.

Hidden Picture: In the game, there is a digitized picture of Peter Wierzbicki, the head programmer of this game. Follow these instructions to see it. First, follow the level select instructions. When your are at the newspaper screen, go up to San Francisco and press PAUSE twice. Then, go to Albuquerque and press PAUSE twice. After that, press OPTION 2 and the B button at the same time. This will bring up the Final Top Score screen. Now, press the A button which brings up the Grand Champion screen. If you press the A button again, the score boxes will fall away like usual, but this time, the programmer's picture will be underneath. To freeze the picture where it is, press PAUSE.

** LIST CREATED BY: KALE SWINDELL 1991.

ROAD BLASTERS ™ & SHANGHAI ™
INFORMATION

Levels: 1. Bubble City
2. Forest Sector
3. Desert Region
4. Ground Zero
5. Crystal Palace
6. Weapons Factory
7. Power Plant
8. Science Complex
9. Molten Zone
10. Levels cycle over again

Level Select: To choose any level you wish to start on from 2 thru 48, use this little secret level select. Go to the warp screen and pick the ROOKIE level. When the level starts, drive real slow along the left or right-hand side of the road on top of the lines while holding down the B button. When you come to a group of trees at the side, slowly inch the car toward the tree nearest to the road and drive through it. If you succeed, a digitized picture of one of the game's programmers' will appear and the words 'GHOST IN THE MACHINE' will appear on the screen next to the picture. Now, to choose levels, press OPTION 1 to increase the levels and OPTION 2 to decrease. **NOTE:** Do not press to hard or the levels will fly by to fast. A gentle tap on the OPTION buttons will bring you up level by level. Both trees do not have the same picture of the same programmer.

Points Trick: If you bring you multiplier up to 10 and crash into a cannon on the side of the road, you will be given 20,000 points. Each crash into a cannon with the multiplier at 10 will earn you 20,000 points.

SHANGHAI

Have you ever wondered what the ending of Shanghai looks like. Well, here's a way to see what it looks like without having to play any of the games. Hold down the PAUSE/OPTION 1 & 2/ A & B buttons, while pressing up and to the right on the joy pad. If the sequence is right, the green dragon will appear.

** LIST CREATED BY: KALE SWINDELL 1991/ 92.

SCRAPYARD DOG ™
WARPS & HINTS

Free Shields: You can get free shields at the beginning of any level. To do this, the TIME and LEVEL NUMBER have to be odd and even. For example, to get a FREE shield at the start of the game, wait till the timer clicks down to 299. Then, press PAUSE and push the B button. The words 'SHIELD AWARDED' will appear at the bottom of the screen. **Only** one shield will be awarded on each level.

Level Warping: Along your journey through the game, you might come across little red doors that appear when you face or push down on something or knock on a door. These doors will warp you to higher levels. But, to get them open, you have to be in your shrunken form. Luckily, near each warp door is a spot that will shrink you. Here are all the warp doors and their shrink areas.

Shrink Area #1: Is in JUNKYARD/ Level 2, the stack of old tires. You'll have to play the CAN GAME to become small.

Warp Door #1: Is in JUNKYARD/ Level 2, next to the building marked OFFICE near the end of the level. Stand on the toilet to the left of the OFFICE, face left and push down. The door will appear. It will warp you to the FOREST.

Shrink Area #2: Is in JUNKYARD/ Level 4, in the middle of the second tree. This is the tree with hubcaps all over it. Jump up to find the shrink area.

Warp Door #2: Is in JUNKYARD/ Level 4, on the small cloud above the white cat on the blue barrel. To make it appear, stand in front of the tree beneath the cloud and face it. The door will appear on the cloud. It will warp you to the MOUNTAINS. **NOTE:** To evade the dog gunman on the junkhill, jump diagonally up the right side of the trash mound. Then run back down again until he disappears off the side of the screen.

Shrink Area #3: Is in CITY/ Level 1, in the bottom window of the third building. There is an ice cream cone sign above and to the left of the window. Face the window and push up on the joy pad to be shrunken.

Warp Door #3: Is in CITY/ Level 1, in the second building above the grey door. This is the building with the ice cream cone sign. To make the door appear, face the grey door and knock on it. The warp door will appear on the ledge above it. The door warps you to the DESERT.

Shrink Area #4: Is in FOREST/ Level 1, in the first hole of the first log along the path. Push down to shrink yourself.

Warp Door #4: Is in FOREST/ Level 1, in the first tree on the right branch. This is the tree with the snake on the branch. Push down on the tree stump to the right of the tree to make the door appear on the branch above. It will warp you to ICE WORLD. **NOTE:** To evade the snake on the ground, jump over it and run forward until it is off the side of the screen. To make the snake on the branch disappear, go into the shop and come out again. It will be gone.

RANSOM MESSAGES

Junkyard:
1. I've got the dog. Find us if you want to see him again. -- Mr. Big.
2. Piece of cake! Go to the vehicle section.
3. Think you're pretty tough, huh? Try to get through the appliance area.
4. The hills are alive...with my henchmen. Get through the junk hills and a surprise awaits you.

City:
1. Let's see how you fare now without home advantage. On to the 'burbs!
2. Can you make it in the big city? Follow us and find out.
3. So much for having pleasant surroundings. Down into the sewer!
4. Since I'm such a nice guy, a vehicle awaits you to even the odds.

Forest:
1. Over the river and through the woods. Proceed to the forest!
2. Do you have the guts to go deeper into the forest?
3. Still back there, huh? Be careful, there are some strange goings-on in this neck of the woods.
4. You've earned your wings. Now use them to get through the rest of the forest.

Mountains: 1. The terrain gets more rugged as you approach the mountains. Watch for the unexpected falls!
2. There are still mountains left to climb. Try traversing the peaks ahead.
3. Afraid of the dark? Let's go spelunking!
4. Give that brave young man a flying machine! Let's see how you fare in the valley of dogs.

Desert: 1. You look a little 'peaked'...can you survive the sun and sand of the vast desert ahead?
2. There's no deserting the desert...or are you just seeing things?
3. How's you footing? Beware of the steep drops in the canyon.
4. You don't stand a ghost of a chance in the deserted town up ahead!

Ice World: 1. Now that you're hot, see if you can survive the frigid air of the ice north.
2. Come out into our big freezer. Ready for an ice scream? Watch out for falling popsicles!
3. Not frostbitten yet, huh? See if you can stay dry in the next region.
4. Past the icebergs, across the frigid water, beyond the ice cave...beware the snowman cometh!

Castle: 1. Now you're on my turf. I've been saving my best for last. See if you can find you dog in time!

Helpful Hints: * Remember, there are lots of hidden rooms scattered throughout the game. A few of them can only be entered in your shrunken form. For example, in FOREST/ Level 1, you can enter the left end of the first log only in your shrunken form.
* Don't give up in the MUSIC ROOMS. Keep trying at the keys. If you get the tune right, there's usually a worthy reward.
* Ice guns are only good in the ICE WORLD. Anywhere else, it's a waste.
* Don't buy time unless you're really desperate. If you buy it because it's there, your wasting money.
* Push, press and knock on everything in the game. Objects will be revealed!

** LIST CREATED BY: KALE SWINDELL 1991/ 92.

TODD'S ADVENTURES IN SLIME WORLD ™
CODES

Zit War: To start the hidden game, go to the summary screen and scroll till you find the page that has a green Todd in the upper right-hand corner. Then, push the OPTION 1 button and the game will begin. The object of the game is to see who can push their fire button(s) the fastest. By doing this, it causes a yellow bubble to grow bigger and bigger until it pops. The player that succeeds in popping the bubble first receives a 100 points. This is a two or more player game. Good luck!

Easy: 24CAA1, EBCA6C, EC8AA9, 118AEA, 6FCBE9, 919073, E70926, A809E3, 6B4B6C, 66CBEO, 25CBA7, 114928, 12C9AA, 550894, D7C956, 19CB93, 198AD2, 9D0AD9, 45C9C5, 5DC9DD, 070946, CA090D, CCC9AF, 30C988, 4F8B09, 0B8BCD, 098BC3, 078BC1, C28A87, 870AC3, 8A0ACE, 8F0BC8.

Exploration: E1DA75, 269AF3, ED9ABE, ED9BBF, E4DB71, 259BF7, EA193D, EF58F9, D199B9, E79EB4, ED1F32, EDDE7D, EE9EBF, D29EBB, E79FB5, 2F9CF2, 6CDCE3, AC5CB2, 139CFE, 159DF9, DO1A24, 559925, 5A9E23, 43DFE9, 1E1969, 1DDCA0, 1899E0, 1A1A20, 1CD8AF, 0399EB, 865591, 465F57, 4EDFDD, 75DFD8, 245947, 085F11, 4C5C52, 070997, 4FDFDD, 089ADD, 70DCDF, 75DCD8/ F1181B, 711B9B/ B51FDA/ 8EDA1A, F1DA45/ 745947, 749807, F659C1, B85D87, BD1DC0, B79B40, 3DDC80, B79B40, 7E5D4D, 205F09, FD180F, 7C5B49, 7F9E0C, 60DEC9, 20D988, 205F09.

Cooperation: (Two or more players)

Competition: (Two or more players) A11AF5, A3DA37.

Action: 9157B6, AB9277, 2F1176, 919073, 198AD2, 5DC9DD, 15563D, 569039, 98D638, 1796FC, 111671, 5417B2, 1DD7BB, 1993FB, D052FC, 1492F9, D91225, 5CD1E4, 5CD6E5, 011766, DC93A6, 1E1262, 43536C, 42506C, 47972D, 0D97EB, 77D1DF, B816D8, 7A575B, B610D8, 72139C, OC1654, 8916E9, 4D9115, F150D3, CA9045, 0892D5, 8F9350, B69358, 391245, FF9086, BC12C0, BD11C4, 3C5604, 3C1644, 3FD684, 215601, 211746, 3C5705, 67970D, EAD74B, 6B910B, 62920F, A610C8.

Combat: (Two or more players, but can be explored by one player) 9023CD, 117A2C8, 92628E, D866C8, 5BA608, 5D278B, 9CA54B, 9AE509, 1BE48E, D767CC, D6A68F, 97E10E, 5B20BA, 9521CC, 15660D, 12A6C3, 17244D, D5A581, 6CA605, 2BA3C5, 2DE286, 2FAOC6, EFA187.

Suspense: DDO114, DDC154, DC0117, DCC157, DF8197, 5DC0D4, 5D8014, 5D4057, 5C0097, 5CC0D7, 9D8154, 9C4197, 9C01D7, 9CC117, 1C81D4, 1C4117, 5C8114, 5C4157/ C641D9, C60119, C6C159, C98199, C941D8, C90118, 06C099, 0680D9, 474659, 460099, 46C0D9, 468019, 894198, 464058, 464159, 490199, 49C1D9, 498119, 494158, C9C659/ 884284, 8802C4, 88C204, 8B02C7, 0A82C7, 0A4206, 0DC286, CBO207, CBC247, 0A0246, CAC246, 8C4280, 8E4282/ BO824C/ C7071C/ 5C07AA, 5D476A, 5D872B, 5DC7EB, 1DC7AB, 1A076B, 1A472B/ 9702EB/ 10C342, 91C322, 9103E2/ 2E81E6, 2E4121, 2E0161, AE41A1, AE01E1, EE41E1, EE0121/ AEC626, AE8666, 9146A1, 9106E1, 91C621, EFC667, EE86A7, EE46E6, EE0626, EEC666, 2EC6A7, 2E86E7, 2E4626, 2E0666, 11C6A6, 1186E6, 114621, 110661/ 2B413A, 2B81FB, 2BC1BB, 28413B, 2881F8, 28C1B8, 294138, 2981F9, 29C189, 2681FE, 26C1BE, 27413E, 2781FF, 24413F, 2387F1, 23C7B1, 200771, E00731, A007F1, 6006B1, 210671, E10631, A106F1, 3EO171, 21C1B1, FEC171, BEC131, 7EC0F1, 3EC0B1, FFCO71, BFC031, BF00F1, 7C4371, 7F03B1, 3C4331, 3C0371, FC43F1, FC0331, BC03F1, 7C02B1, 3D0271/ 3A0276, FA42F6, FA0236, FAC276, BA42B6, BA02F6, BAC236, BA8276, BD42B1, BD02F1, BDC231, A48278.

Logic: D9E275, 0C26F4, 9B62B7, 02A2FF, 9F63B0, C02032, C4E17F, C2A1B2, 032770, DF67F4, 022470, 05E7B3, 47667F, 4621BE, 8522F9, 06E3B8, 8921F8, C966F9, 8C65BB, CDE665, 71E1E1, 4C21A4, 0EE3A0, CAA3A5, 8D62A1, 8F22E3, 7527A3, 336720, CEE565, F52520,

39652C, 3CA4EB, B7E42D, B2A662, BA64A8, F162ED, 77E3E9, 796168, BBA66B, 3BE0AA, FF61D6, 60A417, 236516, E02711, A12601, 652692, E8E55F, A6E61E, 6A2798, AD25D8, 27A1DF, A7A358, 7CE2D1.

Arcade: 012D7C, 016E39, 016938, 00EAA5, 002A64.

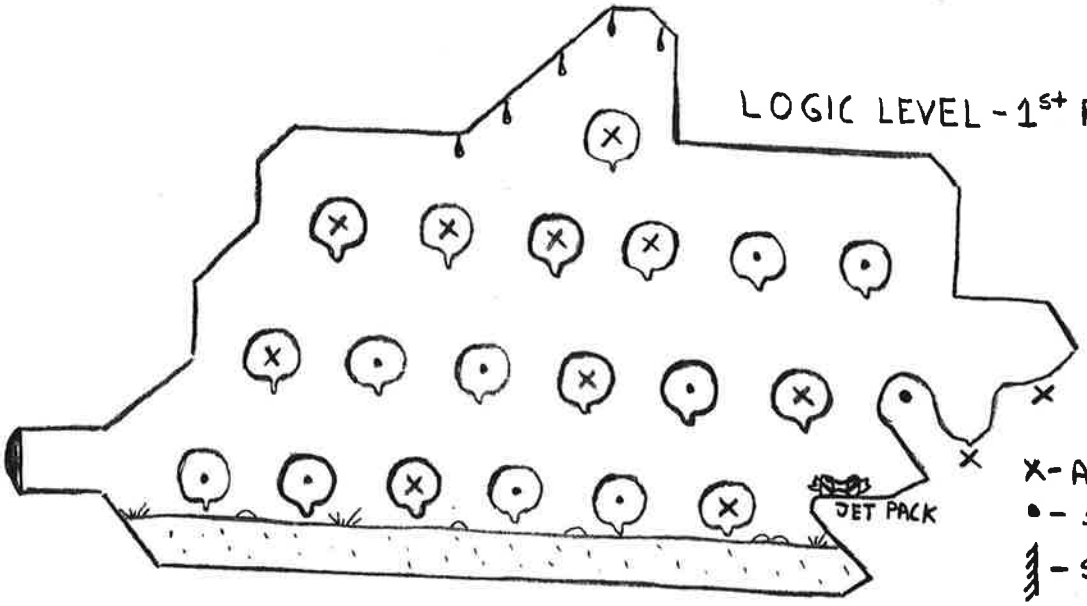
Floating Todd Trick: To do this trick, find a blow away flooring somewhere in the Suspense or Arcade level. These are the only two levels with disintergrating walls and floors. When you find a floor that will disappear, stand on it. Now, aim your gun at the floor and shoot it. Todd should be floating in the air. Amazing, isn't?

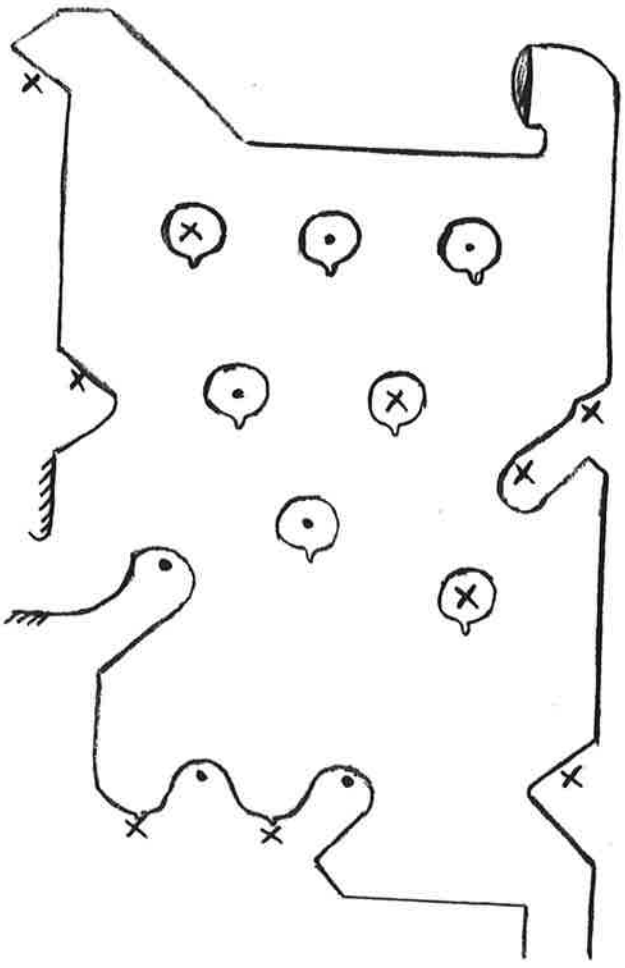
Todd's Invincibility: When the moving title screen appears, press diagonally up and right on the joy pad, while holding down the OPTION 1 & 2 buttons. Now, press A and pick a level to play.

Invincibility Shortcut: In the Suspense level, there is a way to move closer to the ending. To do this, enter in the code (2781FF) or just travel through the level until you reach this code. Upon entering the code, jump straight up into the 'moving floor' room above you. In the room, walk down into the path of the first moving floor and start shooting into the floor to keep your place. Now, when the floor covers you over, begin pushing the joy pad diagonally left/down and forward, until you're pushed into the room's left wall. If you succeed in getting into the wall, start pressing the joy pad forward and down. If you don't get accidently trapped in the wall, you will then be dropped into another room closer to the end of the game.

** LIST CREATED BY: KALE SWINDELL 1990.

SLIME WORLD



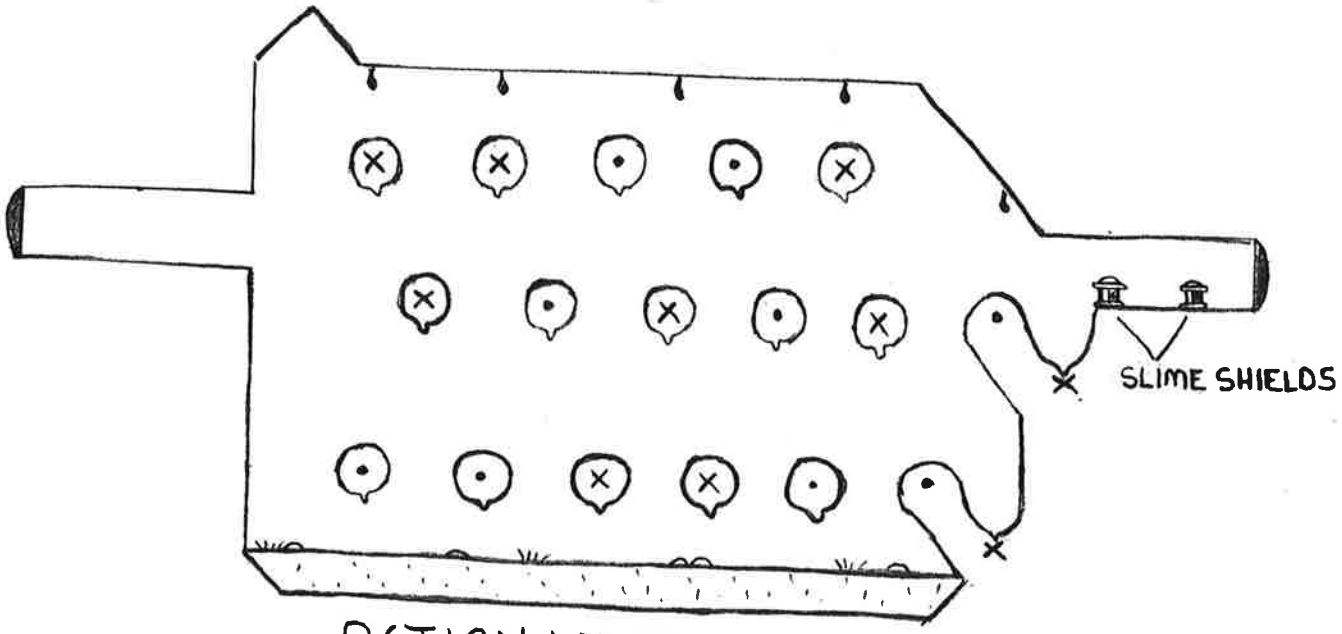


EXPLORATION LEVEL

LAST ROOM

Created by: Kale Swindell
1991

SLIME WORLD



ACTION LEVEL - ROOM F150D3

X - Audrey II Plants

• - Safe Areas

- Slime Pool w/ Audrey Plants

- Drip Areas

Created by: Kale Swindell
1991

S.T.U.N. RUNNER ™
LEVELS & SECRETS

Levels:
1. Cake Walk
2. Boost Boulevard
3. Blood Alley
4. Rollercoaster
5. The Boost Challenge
6. Outer Drive
7. Ramp-alot
8. Split Decision
9.
10.
11. Labyrinth
12. Shockwave
13. Coathanger
14.
15.
16.
17.
18.
19. Satan's Slalom
20.
21.
22.
23.
24.

Hidden Level Jump: There is a secret WARP TUBE on Level 12 that will warp you further ahead into the game. To make this warp work, you have to hit the booster pad in the middle of the right wall at the beginning of Level 12. Immediately after you hit the pad, move the car to the top of the tube. The car will drive into another connecting tube that warps you through space and drops you directly at the end of Level 18.

** LIST CREATED BY: KALE SWINDELL 1991.

SUPER SKWEEK ™
LEVEL CODES

CODES	DESCRIPTIONS
484B4C3A4B58BB	-- Level 001 (The Very First Level)
69697968703AD9	-- Level 002 (Practice Mode)
1E1E0E1F054DFE	-- Level 004 (And There It Goes)
4B4C4A4E4B580B	-- Level 005 (Mission: Shoot The Monsters)
6969616A483AF9	-- Level 020 (Every Second Counts)
D2D2DAD32E8182	-- Level 027 (Tiny But Strong)
696979683A3A79	-- Level 032 (Don't Lose Right Away)
2D2D3D2C1F7EGD	-- Level 035 (Bombs..Just To Try)
3C3C3A0F1C2FCC	-- Level 051 (Very Easy)
F0F0F7C4D0E3E0	-- Level 052 (Find The Trick)
B4B4A4B6BBE634	-- Level 056 (Find Your Own Way)
878783864AD457	-- Level 058 (Do Your Shopping)
F0F6F1F636A140	-- Level 067 (In The Jungle)
787868795A2B68	-- Level 075 (What Error This Time)
3C352A3BB46C0D	-- Level 081 (Firebounds (Sid D'upoxlib)
1E1F1E1C984DCE	-- Level 087 (The End Will Be Through)
FDF2F3F212A3C0	-- Level 088 (Peace and War or Love and Hate)
4B4B5B49D9187B	-- Level 089 (Masters of Seekers)
69686B6BCD3AC9	-- Level 094 (Don't Leave That Past !!!)
B4B4BCB61CE644	-- Level 095 (Be Careful, Sliding Groundddd)
8786858323D6C7	-- Level 096 (Peace Islands in Craziness)
B4A5B7B1E8E674	-- Level 100 (Attack....Turlututt)
F0F2F6F4D1A2F0	-- Level 105 (The Fort Attack)
5A5B595884097A	-- Level 115 (Don't Shoot Anywhere)
696B686D7A3BC9	-- Level 118 (Effritattraction)
C3C3D3C2E890F3	-- Level 119 (I'm Going To Eat A Monster)
F0F1F5F358A120	-- Level 124 (Heavy Metal Hamsters)
F0F1F5F498A350	-- Level 128 (Speed of Light)
8786858423S5C7	-- Level 131 (Q.H.S.)
69696C68D33A39	-- Level 134 (Hungarium Waltz)
8787978641D4A7	-- Level 138 (Which One Is The Right Shot)
A5A7A0A6F9F695	-- Level 141 (Get Out Through The Door)
D2D2C2D3D981F2	-- Level 145 (Blabla Bla BlablaBlabla Blabla)
A5A4A0A659F775	-- Level 149 (Save Yourself)
D2D3D7D0A48112	-- Level 156 (Native)
B4B5B6B6A7E7B4	-- Level 163 (Not So Stupid)
87858684ACD447	-- Level 164 (Imcas Trap)
69696068B33A79	-- Level 166 (Big Aaaaarrrggghhhhh Wo !!! !)
878680855ED467	-- Level 170 (Panic On Board)
4B48434952198B	-- Level 175 (A Warrior Without Weapons)
5A5B52583A09EA	-- Level 187 (Pi Alpha Mu)
2D2D252C207E9D	-- Level 200 (Final Countdown)
9696869799C536	-- Level 201 (Policeman's Freakly Ghost)
B4B6B0B720E704	-- Level 203 (Best I Can)
0F0A0C0B875C7E	-- Level 212 (A Little Trip to Croemland)
D2D7D3D1B280B2	-- Level 215 (Do You Know The Freeze)
0F0E0C0D155C3F	-- Level 220 (Easiness in Itself!)
8784878391D5F7	-- Level 221 (Patience & Accuracy)

87858682D0D427 -- Level 231 (Hay Hay Hay Speedy Gonzolas!)
2D29282F0F7FFD -- Level 239 (The Challenge)
4B4B5B4A7F188B -- Level 246 (Nightmare)
4B4B5B495D18BB -- Level 250 (Get A Nervous Breakdown Yet?)
-- Level
-- Level
-- Level
-- Level
-- Level
-- Level
-- Level
-- Level

ZOOMING HINT: Did you know that you know that on the starting screen, where you pick the island of your choose to start on, you can zoom in on the islands? Of course you did, it says it in the instructions. It also says in the instructions that you can get extra lives and other point increasing items while zooming. This is the weak spot in the poster manual. It doesn't tell you how you can get these hidden items. Well, here's how! Zoom in on the islands and the oceans. Scattered all around the map are very helpful creatures that will give you items. You just have to find them. When you find one, press the OPTION 2 button to get it's prize. Here are the locations of the four helpful creatures:

* PAGALAGOS ISLAND -- Middle of the lake in the center of the island. You will receive 3000 EXTRA ZARGS.
* WELCOME ISLAND -- In the middle of the right island. The prize is 2 EXTRA LIVES.
* In the middle of the ocean above the compass and to the left of the 'G' in Gargouil' land -- This creature will turn on your BRAVO CHEAT.
* In the middle of the 'O' in GARGOUIL'LAND -- This creature will say 'NO MORE FORBIDDEN ISLANDS'. In another words, you now can go to any island of your choice.

** List created by: Kale Swindell 1992.

TOKI'S
FREAK-OUT MODE

Toki has a secret. This secret is called 'The Freak-Out Mode.' An appropriate name for this weird screen. The Freak-out Mode is a screen created by Steve Ryno and Scott Williamson. In it, the title screen goes crazy and you can play around with the sounds found in the game. To access this hidden screen, here's what you do: When the moving title screen comes on, reset the game. The screen should go black for a second. Upon seeing the black screen, immediately push UP on the joypad and hold down the OPTION 1 button. Keep holding and pushing on the joypad till the title screen plays one round on it's intro. When the credits finish, the screen should jump into the 'freak-out.' To listen to the different sounds in the game, push up, down, left or right on the joypad. The more your push in one direction, the higher the speed of the sound will go. OPTION 2 turns the music off. This really helps if you want to here what the sounds are like. To leave the 'Freak-out Mode,' just push the A or B button.

XYBOTS ™
LEVELS & HINTS

* **Level 1:** Second exit warps to Level 4
* **Level 2:** Two exits, both go to Level 3
* **Level 4:** Second exit warps to Level 7
* **Level 9:** Second exit warps to Level 12 (Secret Shortcut Wall in maze. Shoot walls to find it)
* **Level 10:** Master Xybot
* **Level 13:** Secret Shortcut Wall in maze. Shoot walls to find it
* **Level 14:** Secret Shortcut Wall in maze. Shoot walls to find it
* **Level 17:** Master Xybot
* **Level 18:** Secret Shortcut Wall in maze. Shoot walls to find it
* **Level 19:** Secret Shortcut Wall in maze. Shoot wall to find it
* **Level 20:** No energy pods
* **Level 21:** There are 3 exits: the first and the exit to the left of it both go to Level 22. The exit behind the first warps to Level 25 (3 energy pods in Level 21)
* **Level 24:** Master Xybot
* **Level 25:** Second exit warps to Level 28
* **Level 28:** Second exit warps to Level 31 (No energy pods in Level 28)
* **Level 33:** First exit warps to Level 36 (3 energy pods in Level 33)
* **Level 35:** Master Xybot
* **Level 38:** First exit warps to Level 41
* **Level 39:** 4 energy pods
* **Level 40:** Middle exit warps to Level
* **Level 41:** Coin Galore (No energy pods)
* **Level 42:** Master Xybot
* **Level 44:** Exit to the right warps to Level 48 (Secret Shortcut Wall in maze. Shoot walls to find it)
* **Level 47:** Master Xybot
* **Level 51:** 4 energy pods
* **Level 52:** Master Xybot (Ending Level)

HINTS

1. When fighting the red & green warrior robots, it's better to run past it and fire. This keeps you from being hit more. Also, circling a warrior robot and shooting it before it can turn is another good method of destroying them.
2. Always shoot robots that a visible at a distance. Then you won't have to fight them when they get close.
3. Shield robots and saucers are best shot at when facing them directly. When they fire, move to the side, then back quickly, then fire. This avoids being hit by them (most of the time.)
4. Wait until your energy is in the 70's before picking up an energy pod. It just keeps you wasting it.
5. If you have time, kill all robots and pick up all items in a maze before leaving. You will get extra points when you do.
6. Remember, when in Level 30 and up, enemy shots will sometimes bounce off the walls. In other words, they will kill themselves.

Ending Message: Message from Galactic Command:
Congratulations, Major Hardy
You've defeated the Master X and rid the planet of the X menace.
Thanks to you, this is once again a secure peaceful world.
Well done, Rock
(Then a rocket launches in the background and flies up into the sky from the surface of a red planet.)

** LIST CREATED BY: KALE SWINDELL 1992.

WARBIRDS ™ INFORMATION
OUT--OF--PLANE EXPERIENCE TRICK

When you die in multi-player competition, you are sent to the Grave Sight view. This is the view from the place you have crashed or blew up. From here, you can watch the other players' battle in the skies above. Now, you can call up the Grave Sight view even when your playing by yourself. To do this, crash your plane into the ground or into another plane (be sure to have some extra lives!). Right after you hit the ground or the enemy plane, the Grave Sight's rosy border will appear around the screen. As soon as you see this, press PAUSE. Now, you can control the view. To move your view around, use the joy pad. This takes some getting use too. The view movement is not like steering your plane. Pressing the A button will move your view to different locations in the sky or into the other plane'(s) cockpits. This allows you to be able to see the landscape from all sorts of picturesque angles. This trick is almost like being a ghost.

MOVING GRAVE SIGHT VIEW

To go into a moving Grave Sight view, do the same as in the above instructions. Crash your plane on any of the levels. But, instead of nose-diving into the ground, crash level with it. Upon impact, press PAUSE slowly 3 or more times, breaking the crash sound into segments. If done right, the Grave Sight should stay on without having the game on pause. Thus, enabling you to watch the other plane(s) flying around and firing. Pressing A will place you in the other plane(s) cockpits. You won't be able to control them, but you can rotate your view around with the joy pad.

** LIST CREATED BY: KALE SWINDELL 1991/92.

ZARLOR MERCENARY ™
RANKS & MESSAGES

Rank levels go in the order as follows:

DEAD MEAT -- A really terrible mercenary.
WARM -- A bad pilot, but getting better.
BEGINNING SHOOTER -- Bold enough to take out an armada of ships.
BLOODIED -- A fairly good mercenary. Still needs practice.
HOT STUFF -- An upcoming great pilot.
BLISTERED -- An amateur close to becoming a professional.
STAR PILOT -- An excellent pilot in the time of war.
SPACE ACE -- One of the more experienced mercenary fighters.
STAR SOLDIER -- Tough situations are no problem for this pilot.
MONEY BAGS -- A superb pilot that hordes his lute.
SUPER SHOOTER -- One of the best pilots to call in a crisis.
TOP GUNNER -- A mercenary that can stand up for himself.
FUSION SOLDIER -- A mercenary that leaves nothing undamaged.
HOT GUN -- The best pilot of all the mercenaries.
TOTAL WINNER -- The #1 mercenary in all of space and time.

When you are shot down, this message is shown over the picture of your crashed ship:

YOUR LAST SHIP PLUMMETS TO THE CHURNING BATTLEFIELD.
WITH FAILING STRENGTH, YOU REACH OUT FOR YOUR PRECIOUS WINNINGS.
BUT ALL THE RICHES IN ALL THE GALAXIES CANNOT SAVE YOU NOW.
YOU ARE ONE DEAD MERCENARY.

After you destroy the final boss of Cedmite City, this message is shown while you watch your character pick up his/her winnings:

YOU HAVE CONQUERED THE ENEMY!
TRIUMPHANT, YOU RETURN TO PLANET ZARLOR TO CLAIM YOUR EARNINGS.
YOU ARE GLAD AT THE SIGHT OF DAZZLING MOUNTAINS OF ZARBITS FILLING YOUR SHIP.
BUT YOUR MOOD QUICKLY SOURS AS THE GOLD RUNS OFF IN YOUR HANDS... COUNTERFEIT!

Your character then pushes a red button, which blows up the city of Zarlor. Then this message appears:

THEY SHOULD HAVE KNOWN... NEVER CHEAT A ZARLOR MERCENARY!

HIDDEN GAME

The Game of Life

To enter the game, start Zarlor Mercenary up and wait till the main title screen shows. Then press either the A or B button to go to the character select screen. Now, from this screen, hold down the OPTION 1 button and push the joy pad in this sequence: up, down, left, right & up. If the sequence is right, the LIFE title will appear on the screen. When the title is shown, a little cell will come floating onto the screen and hit the 'E' in Life. This cell is called a GLIDER and it causes the word of LIFE to dissolve into a pattern of little cells all over the screen which are constantly growing and changing.

This game deals with cells on a petri dish. The object is to create new cell growth patterns on the dish. A single living cell that is in contact with 0 to 1 other cells, horizontally, vertically or diagonally, will die from loneliness. A cell that is in contact with 2 or 3 other living cells with survive and multiply. A living cell is born in any empty position that is bounded by 3 living cells. If the cell is bounded by 4 or more other cells, it will die from over crowding.

CONTROLS OF THE GAME

* **A** or **B** buttons / **OPTION 1** or **2**: Create a green crosshair on the screen.
* **Joy pad**: Use this to move the crosshair around the screen.

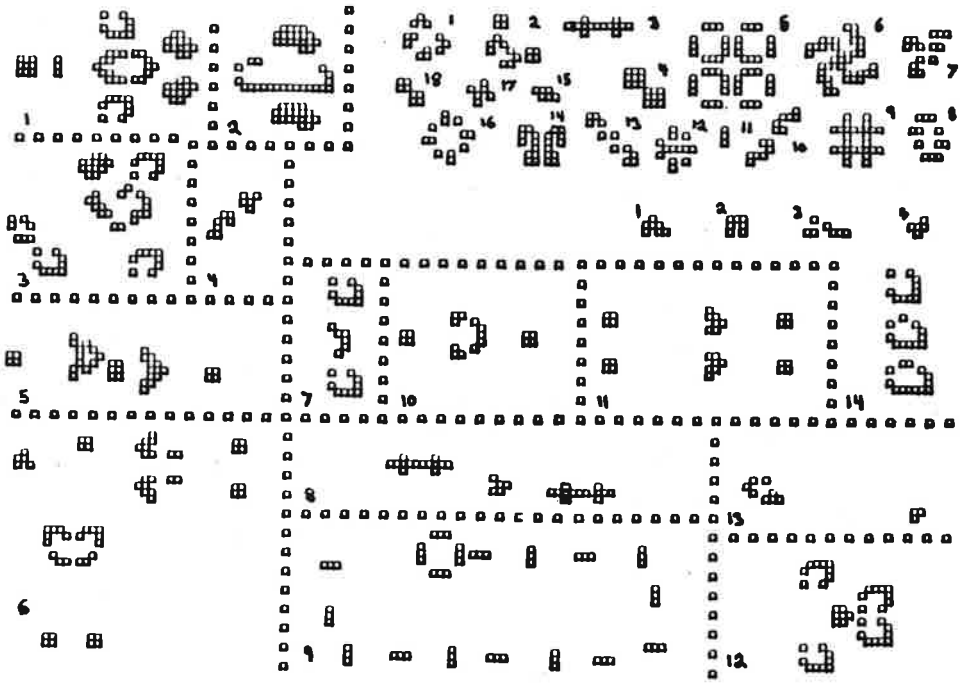
* **A button:** When moving the crosshair, press this to draw on the screen. This line will trigger new growth when OPTION 1 or 2 is pressed.
* **B button:** Press this to erase what you have drawn or to erase a cell or growth.
* **OPTION 1:** After using the crosshair, press this to resume play. Choosing this option allows cell growth to move off the sides of the screen. For example: a glider that is heading for the top of the screen will go off the screen and reappear at the bottom of the screen. Thus, creating a loop pattern.
* **OPTION 2:** When finished with the crosshair, press this button to resume growth. This option causes the sides of the screen to become walls and will not let cell growth go into a loop pattern.
* **PAUSE/OPTION 1:** Clears the screen of all life.
* **PAUSE/B button:** Starts the PASTE/ERASE mode. In this layout, you can take an already copyed cell structure and paste a duplicate anywhere on the screen. This can be done over and over until the screen is totally full of the same copied cell. To paste copies of the cell onto the screen, press the A button and to erase the copy, press the B button. While in the Paste/Erase mode, use the PAUSE/B button to flip your copy. Each time they are pressed, the cell copy will flip in a different direction and angle.
* **PAUSE/A button:** Puts you into the COPY mode. You will know that you are in this mode when the word 'copy' appears below the crosshairs on the screen. In this mode, you can copy a cell or growth pattern and make copies of it anywhere on the screen. To do this, place the crosshair somewhere near the object that you want to copy. Then, press the A button once. Now, if you move the crosshair, it will cause a box to form (If you don't like the area where the box starts and want to move the starting point somewhere else, press the B button and the point or line will disappear.) Enclose the cell or growth that you want to copy inside the box and press the A button again. Upon doing this, the box and crosshair will disappear and the object that the you copied will have a yellowish tint to it. By pressing on the joy pad, you can now move that copied form around the screen. To paste it onto the screen, press the A button.
* **PAUSE/A button twice:** This sequence brings up the LIFE FORM LIBRARY. Here, you can copy lots of different types of moving cells that can either fly across the screen, create lots of gliders, twirl, pulsate, spin or create growth in a burst of life.
* **PAUSE/A button three times:** This takes you to LIFE FORM LIBRARY II. This is a blank screen used for the storage of new life forms created and copied by yourself. You can only copy on this screen. The stored copies will not be saved permanently in the game. This screen is only for temporarily holding life forms while playing the game.
* **PAUSE/OPTION 2 (FLIP):** This sequence will copy any new design that you have created on the screen and place it in Life Form Library II.

This is the end of the instructions. Have fun creating new and unique life forms with the Game of Life.

** LIST AND INSTRUCTIONS CREATED BY: KALE SWINDELL 1991.

THE GAME OF LIFE

LIFEFORM LIBRARY



**Created by: Kale Swindell 1991.

ZARLOR MERCENARY'S
THE GAME OF LIFE
LIFEFORM LIBRARY LEGEND

ADVANCED LIFEFORMS

1. Bird Bomber
2. Tri-Birds
3. Glider Bomber
4. Spark
5. Small Glider Factory
6. Mega Glider Factory
7. Growth Bomber
8. Glider Bouncers
9. Fuse Chain
10. Spark Bouncer
11. Twin Spark Bouncers
12. Diamond Chain Bomber
13. Growth Bomb
14. Birds: Small, Medium and Large

SPINNERS

1. Generator
2. Bee
3. Max Warp
4. Big Reactor
5. Sea Urchin
6. Spinwheel
7. Wing
8. Warp
9. Beacon
10. Sparkers
11. Spinner
12. Butterfly
13. Laser Gate
14. Jumping Jack
15. Double Spinner
16. Lady Bug
17. Sun
18. Mini Reactor

GROWTH BOMBS

1. Shoe
2. Arch
3. Sandle
4. Peg

** CREATED BY: KALE SWINDELL 1991/ 92.